



WILLIAMS
STAR TREK NATIONAL
MARGATE
\$5.40
1120269258
W1401
GG 4F
(185)

THE OFFICIAL STAR TREK® FACT FILES 179



Kira's Childhood and Family
Growing up under Cardassian rule

Admiral Mark Jameson
Reclaiming his lost youth

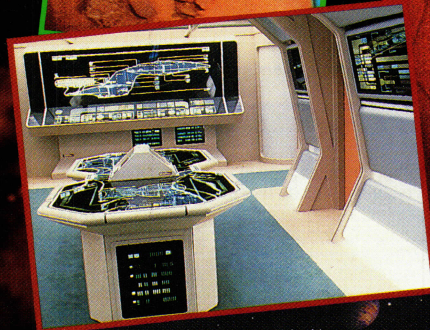


The Sporocystian Nacene
The Caretaker and his mate

U.S.S. ENTERPRISE NCC-1701-D
Starship Ancillary and Support Systems

The Last Days of the Dominion
Alpha Quadrant forces unite in battle

U.S.S. MELBOURNE NCC-62043
Destroyed by the Borg at Wolf 359



DAELEN'S SHIP
A powerful, long-range spacecraft

ISSN 1364-3983



9 771364 398010



THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 179

The Guide to the STAR TREK Galaxy

The NACENE

The Last Days of the DOMINION

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D: Ancillary Systems

U.S.S. VOYAGER NCC-74656:

Weapons and Defensive Systems

U.S.S. MELBOURNE NCC-62043

Non-FEDERATION Starships

DAELEN'S SHIP

Personnel Files

ADMIRAL MARK JAMESON

KIRA NERYS: Childhood and Family

Equipment & Technology

Tractor Beams

Starship Log

STAR TREK: THE NEXT GENERATION –

A-Z Episode Guide Part 6

STAR TREK: DEEP SPACE NINE –

'Badda-Bing, Badda-Bang'/'Inter Arma Enim Silent Leges'

A-Z Access Point

Your continuing alphabetical reference source

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The MALON

TRILL Field Docent Program

FEDERATION STARFLEET

FEDERATION Ships of the Fleet Part 2

U.S.S. ENTERPRISE NCC-1701-D: VIP Quarters

STARFLEET Captains Update

NON-FEDERATION STARSHIPS

VIDIIAN SHIP

Personnel Files

ODO and the DOMINION

CRELL MOSET

EQUIPMENT & TECHNOLOGY

Starship sensors

Starship Log

STAR TREK: THE NEXT GENERATION –

A-Z Episode Guide Part 7

STAR TREK: DEEP SPACE NINE –

'Penumbra'/'Til Death Do Us Part'

A-Z Access Point

Your continuing alphabetical reference source

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 0870 729 9292 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)

HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 0870 729 9292.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 0870 729 9292.

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

TM, ® & © 2000, Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.

Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.

179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse

Managing Editor: Trisha Palmer

Art Director: Rob Garrard

Editor: Jennifer Cole

Assistant Editors: Emma Tennant, Andrew Littlefield

Editorial Assistant: Tim Leng

Authors: Clive Banks, Kathe Conti, Chris Dows, Susan Franzblau, Jonathan Freund, Peter Griffiths, Tim Leng, Frank Plowright, Ira Shull, Beth Slick, Jean Thomas

Design: Martin Ritchie, Graham Miller

Art Coordinator: Emily Robertson-Heggs

Design Assistant: Preeti Patel

Artists: Rob Garrard, Paul Bates, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis

Associate Editor: Ben Robinson

Colour reproduction by Bright Arts Graphics (S) Pte Ltd

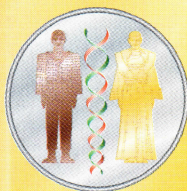
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055)

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

ART EDITOR, LOS ANGELES: Guy Vardaman

RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 121

THE NACENE



OTHER GROUPS
AND RACES

The Nacene are one of the most interesting, yet enigmatic, species in the Delta Quadrant. They originate from outside the Galaxy, although their world of origin remains unknown to all but the race themselves.

The Delta Quadrant race known as the Nacene have been categorized as **sporocystian** life forms; they are noncorporeal, native to another Galaxy, and believed to partially exist within a **subspace** realm. They have a long life span, extending for millennia. Physically, a Nacene is a large, gelatinous cell,

measuring about two meters in circumference, with a clear, reflective surface. Alive, it pulsates with sporocystian energy; at death, it is immediately reduced to a small, irregular lump of crystal.

Homing beacon

A Nacene corpse is in itself a fascinating object, as it can be used as a sort of homing device. This

phenomenon is first encountered by the Federation starship **U.S.S. Voyager NCC-74656** on **Stardate 48315**. Ten months after the death of a Nacene, its remains, stored in the laboratory facilities of the vessel's sickbay, begin

▶ **The Nacene known only as the Caretaker appears to abducted Starfleet and Maquis officers as an old man playing the banjo.**

▶ **The Nacene can project multiple humanoid forms, which can become menacing when confronted by strangers.**



THE CARETAKER'S 'CHILDREN'

The debt that can never be repaid

The Nacene's long relationship with the Ocampa began millennia ago, when the sporocystian life forms inadvertently rendered the surface of the Ocampa planet an uninhabitable desert. Two Nacene remained in the region to care for their unfortunate victims, building an elaborate array that was used to construct and power a subterranean city for the Ocampa to inhabit. As the centuries pass, the Ocampa become more and more dependent on the Caretaker, as they call the male Nacene, and he begins to view them as children who cannot not survive without his care. The Caretaker does not communicate directly with the Ocampa. They try to interpret his wishes by watching an array of video displays that seem to broadcast only various weather phenomena. He sends them any individuals who prove 'incompatible' with his biomolecular pattern, their systems damaged beyond repair by the failed mating. The Ocampa willingly care for these unfortunates, though they have no idea who they are or what is wrong with them.

When Suspiria abandons the Caretaker, she takes with her a small group of Ocampa and builds them another array to live on. Instead of



▶ **The Ocampa care for victims of the Caretaker's failed mating, but have no idea what is wrong with them.**

encouraging their reliance on her, Suspiria tries to teach her charges all the skills that they have forgotten after centuries of dependence on the Nacene. She shows them how to develop their psychokinetic powers, which have lain dormant for so long, and over time the group displays signs of telepathy and telekinesis. Suspiria even helps these Ocampa to develop technology that extends their life spans; some of her 'children' live to 20 years of age, whereas even the oldest Ocampa on the homeworld has only reached the age of nine.

Even these Ocampa, although more sophisticated than their relatives on the Ocampa homeworld, still view their Nacene 'parent' as a god. They, like their planet-bound counterparts, are grateful for all that Suspiria has done for them, and remain largely ignorant of what the Nacene inflicted on their world.

▶ **The Nacene try to repay their debt to the Ocampa by building them a vast, self-sufficient, underground city.**



Race The Nacene
Quadrant Delta **Homerealm** Exosia
Species Sporocystian

Characteristics An individual Nacene consists of a large gelatinous cell approximately 2 meters in circumference. In their living state, they pulsate with energy. In death, they become a crystalline rock.

History The Caretaker's race unintentionally inflicted environmental degradation on the surface of the Ocampa homeworld. This disaster is also known as The Warming.

Starship log STAR TREK: VOYAGER 'The Caretaker'

OTHER CARDS IN THIS FILE...

- 14 THE ORGANIANS
- 22 THE PEOPLE OF VAAL
- 65 THE FABRINI

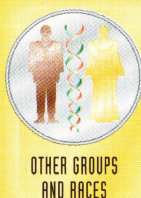
SEE OTHER FILES...

STAR TREK: VOYAGERFile 71



GALAXY FACTS

- ▶ The Nacene eventually assume a central role in Ocampa mythology. Ancient journals record that the Caretaker opened a deep chasm in the ground and led the Ocampa to a place where he could provide for all their needs.
- ▶ The Ocampa underground complex includes food processors that regularly dispense nutritional supplements.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 121

THE NACENE



OTHER GROUPS
AND RACES



▶ **Suspiria resembles a little girl when she visits the U.S.S. VOYAGER.**



▶ **Suspiria builds her own array in the Delta Quadrant.**



▶ **In her sporocystian form, Suspiria appears as a column of tendril-like energy.**

▶ **Suspiria has shown her group of Ocampa how to develop their latent telekinetic abilities. This includes seeing the life force in organic forms.**

to stir. The crystalline lump starts rattling in its specimen dish, emitting a high-pitched whine. On closer examination, it is discovered that the life signs are not originating from the Nacene's remains at all. The crystalline corpse is simply resonating in response to an external energy source – another Nacene, 10 light years away. The *Voyager* crew are able to use the remains as a compass in order to locate the living Nacene.

As sporocystian life forms, the Nacene reproduce by creating spores. They are sexual, however, as they require a mate to procreate. One Nacene encountered by the *Voyager*

crew, known as the **Caretaker**, sought to procreate with a member of a different species. This male Nacene abducted individuals from other races, in search of a compatible bimolecular pattern. He was unsuccessful in his quest, and died before creating any progeny. His corpse is housed in *Voyager*'s sickbay.

Noncorporeal realm

The Nacene are capable of existing in subspace as pure sporocystian life. They call this realm **Exosia**, a place of pure thought, pure energy, and pure mind. It is possible to communicate with the Nacene while they are in

Exosia by using a subspace carrier wave; they can also mentally communicate with other telepathic species. The Nacene have been known to assume various forms in their efforts to interact with other races. They scan the minds of those with whom they wish to communicate, and form an image they believe the individuals will be comfortable with, even when they are attempting to threaten or intimidate.

The Nacene are a highly developed and powerful species who can manipulate matter over great distances. This is evidenced by the Caretaker's abduction of **Alpha Quadrant** ships, 70000 light years

distant, into the **Delta Quadrant**. The Nacene are also a race of explorers, capable of traveling far from the place they call home. Their mode of transport has not yet been discovered, but millennia ago they set off in groups with the aid of a technology that they may have subsequently abandoned.

It is difficult to assess the character of the Nacene, although it is known that in the past the species have shown compassion to other, less advanced races. Exploring the Delta Quadrant, they discovered that their technology had a damaging environmental effect on the **Ocampa** homeworld, turning the

"We're explorers from another Galaxy." — The Caretaker

planet into a barren wasteland. The Nacene felt great remorse at this unforeseen effect, calling it "the debt that could never be repaid." Two of the explorers, a male and a female, were chosen to stay behind and care for the Ocampa. The Caretaker began his search for a mate when his female partner, **Suspiria**, abandoned him. Hoping to create progeny who would care for the Ocampa after his demise, the Caretaker believed that only another of his kind would understand the nature and scope of the responsibility.

Intense emotions

Suspiria simply grew weary of her vigil at the Ocampa homeworld and left to "look for more interesting places." She mistakenly believes that the crew of *Voyager* are responsible for her mate's death, and seeks revenge against her human enemies, calling them "frail small creatures." This description illuminates a more aggressive side of the Nacene, suggesting that they feel all emotions deeply and completely, whether they be guilt and remorse, or grief and anger.

STUNNING SUSPIRIA

Tuvok's solution

The *U.S.S. Voyager NCC-74656* crew track down the Caretaker's mate using his remains as a compass; Captain Janeway hopes that the sporocystian life form will return her crew home. The trail of energy leads the ship to another array, again populated by Ocampa. Their representative, Tanis, offers to lead *Voyager* to the 'meeting place' – the area of space in which Suspiria dwells.

In his role as security officer, Tuvok is wary of another encounter with a member of the Caretaker's race. Though the Caretaker was benign, the crew were at his mercy and Tuvok recommends the development of a sporocystian toxin as a precaution. The Doctor's microcellular analysis of the Caretaker's remains reveal an enzyme critical to the sporocystian cellular structure. The toxin Tuvok develops will break down this

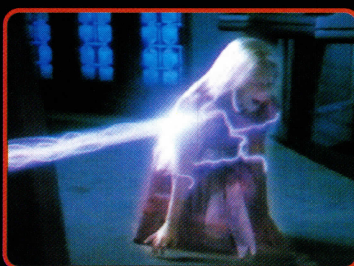


▶ **Tuvok develops a sporocystian toxin, which he loads into a cylinder and then places in a Starfleet phaser rifle.**

enzyme, resulting in temporary paralysis. The security chief's precautionary measure pays off when Suspiria later attempts to destroy the ship in revenge for her mate's death. The Nacene is temporarily disabled by a blast of the toxin, buying Janeway enough time to place Suspiria in a containment field. The captain then convinces the Nacene that her crew did not kill the Caretaker. She releases Suspiria, and the life form leaves the ship without causing further harm.



▶ **When Suspiria threatens to destroy VOYAGER, Captain Janeway fires the toxin at the sporocystian life form.**



▶ **Tuvok's solution is an instant success, as Suspiria is momentarily paralyzed by the sporocystian toxin.**



THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 8



THE
DOMINION

THE LAST DAYS OF THE DOMINION

By 2375, the Federation alliance faces defeat as the Gamma Quadrant's Dominion have allied themselves with the ruthless Breen. Only inspired tactics, and an unexpected betrayal, help to save the day.

After three years of war, the Federation's final victory over the Dominion comes not in battle, but from a far subtler blow. The seeds of victory are sown as far back as 2372, when **Odo**, *Deep Space Nine*'s chief of security, is secretly infected with a disease developed by the covert **Section 31**. **Agent Sloan** and his conspirators hope that Odo will unwittingly spread the disease to others of his kind the next time that he links with one of them. Their plan is a success, and over the next three years the deadly virus gradually infects the entire race, robbing the Changelings of their shapeshifting ability, and crippling them at a time when their military strategies appear to be gaining the upper hand.

By 2375, there is a very real chance that the **Founders** will soon become extinct.

During this time, the Dominion grows increasingly frustrated by the inability of the **Cardassians** to help them to win the war. With the disease steadily destroying them, the Founders realize time is running out, and so they form an alliance with the **Breen Confederacy**. This warrior race are far more ruthless and daring than the Cardassians, have a large and aggressive fleet of powerful ships, and an energy disrupter weapon that is capable of disabling a starship in a matter of seconds. The Founders are certain that this new alliance will bring them victory.

The Breen are granted access to all of the Dominion's resources, and even given command

▶ Devious plot

Section 31 operatives develop a disease capable of killing off the Founders.



▶ Deadly link

Odo offers to link with the Founder leader to cure her of the Changeling disease.

It is a difficult time for the Dominion. Not only do they have to deal with the triple threat of the Federation-led taskforce, but they must now spend time attempting to track down the location of Damar's forces. The rebels strike a further blow for freedom when they successfully steal one of the Breen energy disrupters in a daring mission behind Dominion lines. The weapon is handed over to Starfleet, where a countermeasure is soon developed. The Dominion retaliates by wiping out 18 of the rebel Cardassian bases, and is greatly encouraged when Damar appears to perish along with his ship.

Realizing that they are being stretched to breaking point, the Founder leader orders all Dominion vessels back to Cardassian space.

This tactic enables the Founders to focus their forces over a smaller, more easily defendable area, thereby allowing them all the time they need to sit behind their lines and recover.

Unknown to the Dominion, Damar is still

of Cardassian forces, much to the anger of Cardassian leader **Legate Damar**.

Ironically, this alliance with the Breen actually proves to be the undoing of the Dominion; the turning point comes when the alienated Damar decides to defect from the Dominion and form a resistance movement, with the aim of freeing **Cardassia** from its oppressors.

Daring assault

With time running out, the Dominion's battle plans grow ever more daring and extreme. Until now, most of the fighting has been concentrated in areas close

to the **Bajoran wormhole**, but knowing that an attack deep into the heart of Federation space will show that the battle is far from over, the Dominion order the Breen to mount a swift attack on **Starfleet Headquarters** on Earth. Another victory quickly follows this, when the Dominion's ships successfully engage a joint Federation, **Klingon**, and **Romulan** fleet in the **Chin'toka system**. Many vessels are destroyed, including **Captain Benjamin Sisko's** ship, the **U.S.S. Defiant NX-74205**.

Counterattack

This is a short-lived victory, however, as the Cardassian rebellion led by Damar destroys a **Vorta** cloning facility on **Rondak III**, and then broadcasts a message from their secret base, rallying all Cardassians to join their cause.



▶ Starfleet commission

Colonel Kira Nerys is given a Starfleet commission and assigned to advise Damar's rebels.

▶ Faithful servant

The Vorta Weyoun remains loyal to his Dominion masters.





The Guide to the STAR TREK Galaxy

FILE 16

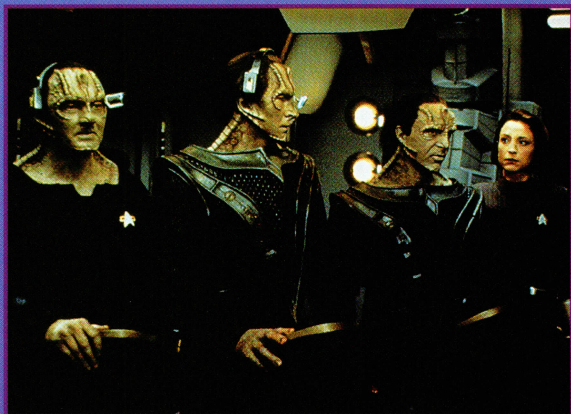
CARD 8



THE LAST DAYS OF THE DOMINION

Behind enemy lines

Damar's resistance force manages to steal a Breen energy weapon. This negates the Breen's advantage in combat.



alive, and now has the civilian population of Cardassia on his side. At a time when they need it most, the Dominion are shocked to find that all power, communications, and transport systems in the capital city where they have their headquarters have been sabotaged, effectively leaving them isolated. In a desperate and extreme act of retaliation, Dominion forces destroy **Lokarian City**, killing millions of Cardassians. Weyoun then announces that for every act of transgression by the rebels, a major city will be destroyed. This only succeeds in further alienating the population, and serves to make the rebellion even more determined.

The last hour

With its forces now regrouped, the Dominion is attacked by the joint Federation, Klingon, and Romulan forces at the Cardassian border. Even though the Breen energy weapon is no longer such a threat, the battle appears to be going in the Dominion's favour, with their enemies suffering many losses in the vicious battle. At the last moment, however, all Cardassian ships change sides and attack the Dominion. Its fleet is forced to fall back to Cardassia Prime, closely pursued by its enemies. Furious at this

act of betrayal, the Founder leader mercilessly orders the annihilation of the Cardassian race – she wants nothing short of genocide. The war has taken a major turn, and it seems to be the beginning of the end for the Dominion.

Refusing to acknowledge defeat, the Founder leader seals herself in her headquarters, but is unaware that a small group of resistance fighters, led by Damar and **Colonel Kira Nerys**, are preparing to storm the complex. The **Jem'Hadar** kill Damar, but



Fighting back

Damar and his co-conspirators launch a daring attack on Dominion headquarters.

his heroic actions enable Kira to capture the Founder leader. Believing that the Federation will destroy the **Great Link**, the female shapeshifter refuses to call off her Breen and Jem'Hadar forces, taunting her enemies by remarking that even if the Federation win, they will have suffered so many casualties that victory will taste like defeat.

Soon after, Odo beams into Dominion headquarters and links with the Founder

Linked

Odo links with the Founder Leader and promises to cure his people – so long as they bring the war to an end.

leader, thereby passing on a cure for Section 31's disease. This link also reveals to the Founder leader the error of her ways, and she orders all Dominion troops to stand down. She agrees to stand

GALAXY FACTS

After the Dominion's forces decimate the Federation Alliance in the **Chin'toka System**, the Founder leader decides to allow the battle's survivors to go free. She calculates that they will take news of the defeat back to Starfleet, and so further demoralize their crews.



trial for her people's crimes, on the understanding that Odo returns to the Great Link to restore the rest of the Founders to health. After three years of fighting, and millions of deaths, the war is over at last.

DAMAR CHANGES SIDES

Cardassian uprising

The Dominion's plan to strengthen their forces by joining with the Breen Confederacy actually has the opposite effect – the decision causes a schism within their ranks. When the Cardassian leader Damar is told that all his battle recommendations must go through the Breen commander, he realizes that he and the people of Cardassia have become servants in their own homes; instead of the invaders they once were, they have become the invaded, conquered without even firing a shot. He decides to defect from the Dominion, and forms an underground resistance movement dedicated to freeing his people from their enslavement. There then follows a deadly campaign of attack and counterattack, which eventually leads to the Dominion's downfall, but at the cost of Damar's own life.



Legate Damar soon realizes that he is just a puppet leader. The Dominion Vorta Weyoun shows him little respect.

The Dominion believe the Breen will win them the war. The Cardassians have failed to do this.



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

FACILITY:

ANCILLARY SYSTEMS

LOCATION:

VARIOUS DECKS

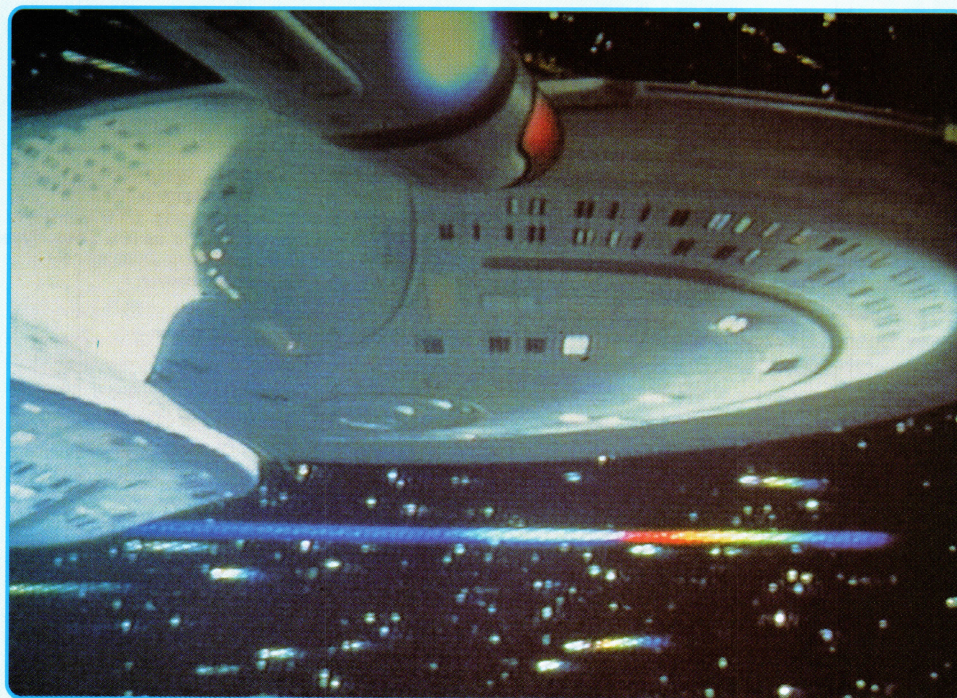
Galaxy-class vessels, such as the **U.S.S. Enterprise NCC-1701-D**, are a combination of state-of-the-art technologies and hugely complex operating systems. The various operations of the *Enterprise* are solely reliant on a number of ancillary systems. They may not attract the same attention as the propulsion unit, weapons systems, and transporter facilities, but these features are still vital to the successful operation of the ship.

Ancillary systems can be split into a number of categories, some of which are situated in every part of the ship, and others that are more localized. An excellent example of shipwide systems are the various networks, built within the ship's bulkheads, distribution channels, and **Jefferies tubes**, that deal with the delivery of various commodities for both the vessel itself and its crew. The Jefferies tubes are an extremely important feature of any **Starfleet** vessel, as they not only house the various distribution networks, but also allow personnel to carry out work on these systems with relative ease. Corridor access panels provide similar entry to concealed bulkhead systems.

Power distribution

Power is distributed through the **Electro Plasma System**, with EPS conduits snaking out from Main Engineering to every part of the *Enterprise*. There are links to emergency generators and backup systems, with specialized networks delivering different kinds of power, such as **Structural Integrity Field (SID)** and **Inertial Damping Field (IDF)** conduits.

The entire computer system communicates via the **Optical Data Network**, or ODN. Data is transmitted via thousands of optical cables set inside well protected trunking, allowing for regular maintenance, upgrade, and repair as required. The numerous high resolution food and lower resolution hardware **replicators** around the vessel are directly connected to specifically designed waveguide conduits, similar to those used within the ship's transporter rooms. Environmental conditions are regulated through a series of air conditioning



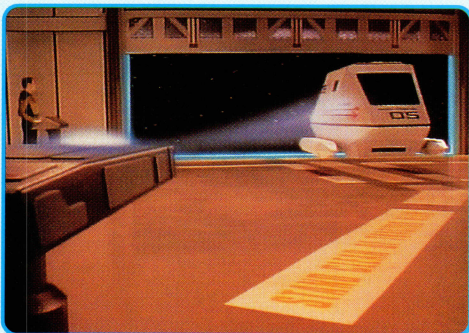
▲ The GALAXY-class U.S.S. ENTERPRISE NCC-1701-D relies heavily upon its ancillary systems, which include Jefferies tubes, EPS conduits, replicators, and ODNs. Though not as celebrated as the rest of the starship's state-of-the-art technology, these secondary systems still ensure the successful operation of the entire vessel.

ducts that feed into every area and room. The system is sophisticated enough to allow changes of environmental conditions, in order to accommodate non-human personnel in designated areas. Drinkable water is distributed via a series of pipes, with waste water and solid waste returned, via similar conduits, to reprocessing facilities around the ship.

All Starfleet ships are designed with a limited operational life, and follow a predetermined schedule for maintenance and upgrading. In order for this to occur, a ship has to periodically dock with an orbital station, such as **Earth Station McKinley**, and be physically connected to its docking arms for work to commence. The *Enterprise*'s design includes a number of exterior connection points for this specific

purpose. Their distribution and positioning allows the ship to dock at both **Federation** and non-Federation facilities.

During docking and maintenance, the transfer of consumable materials will be carried out through a series of dedicated ports, connected directly to the docking facility, or via umbilical transfer arms. Fluids, gases, and solids can therefore be automatically transferred from storage units on the station to similar units on the *Enterprise*, with the additional ability to manually transfer cargo onto the ship and move it to its designated storage area. Waste can be purged from the ship through the same umbilicals in a reversal of the intake procedure. Great care must be taken when dealing with expended materials from Main Engineering, or



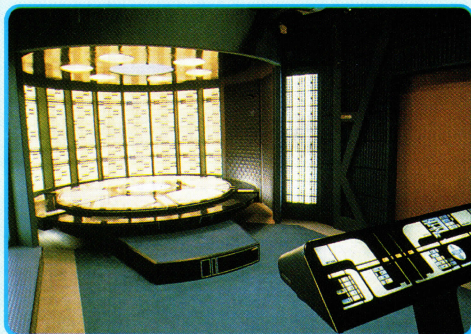
▲ The GALAXY-class starship still has need of tractor beams, which are directed from emitters located around the ship. For example, tractor beams are used in the shuttlebay to guide the computer automated launch and docking of shuttles.



▲ The majority of the ENTERPRISE's ancillary systems are located in hidden panels positioned behind the interior bulkheads. Examples of such panels are more obviously seen in the ship's long and winding corridors.



▲ Replicators are featured throughout the ENTERPRISE, and are an extremely popular facility. They provide a wide range of food and drink to suit all tastes, and most of the crew quarters are equipped with these self-catering units.

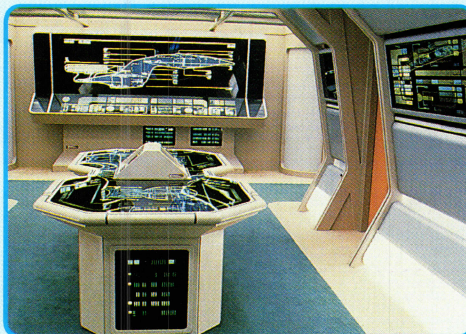


▲ **Primary systems, including transporters, are supported by such secondary computer systems as the Optical Data Network, or ODNs. These tiny optical cables can be accessed in order to maintain, repair, or upgrade facilities.**

when importing deuterium into its large storage tanks. During refits and maintenance, a series of pressurized gangways allows for the movement of station personnel on or off the ship, facilitating crew rotation and shore leave.

Impulse drive engines allow very low velocities to be maintained, but for the precise positioning of the *Enterprise*, a series of **Reaction Control Thrusters** are utilized when docking or holding the vessel at station keeping. These thrusters are found on both the ship's Battle and **Saucer Sections**, allowing individual elements of the *Galaxy*-class design to dock independently of each other, although normally the entire ship will operate as a connected whole. The thrusters are located at the front and rear edges of the saucer, starboard at the rear of the **warp nacelles**, and to either side of the main deflector dish; the *Enterprise* can be gently nudged in all three planes of movement until connection is achieved. When not directly connected, the exterior hard points continually adjust the ship relative to a structure.

Two of the more obvious ancillary systems built into the *Enterprise* are the main



▲ **Power is provided to systems in Main Engineering via the Electro Plasma System. From this department, EPS conduits then distribute energy to the entire ship. This network is also supported by emergency generators and backup systems.**

navigation deflector and the tractor beam assemblies. Located at the front of the Battle Hull, the main deflector dish has a number of discrete systems feeding into it. These carry out a series of duties, from its primary purpose of detecting and deflecting potential hazards while the vessel travels at high speed, to more specialized scanning techniques.

The familiar glowing emitter array is connected to a large, oval-shaped framework, with various systems located directly behind it on a number of decks. Long range sensors are situated directly behind the navigational deflector, negating the effects of the dish itself on sensors while allowing continual monitoring of space during travel.

Valued functions

Tractor beams have featured in Starfleet ship design since the *Constitution* class, and have consistently provided the means to move large objects within finite range of a vessel. The beams are focused and directed through a series of emitters located around the ship, although the two primary systems are situated



▲ **Jefferies tubes are built into the ship's bulkhead and run throughout the ENTERPRISE. These provide access to various networks, and are vital in the case of turbolift failure.**

to the rear of the underside of the Battle Hull and above the sensor dish. Variations on their design are used in conjunction with the shuttle-bays, aiding the automatic launch and docking of shuttles into the ship; low powered emitters form part of the **Reaction Control System**. Tractor beams can prove invaluable for the rescue of vessels where transportation of personnel is impossible, again illustrating the value of these ancillary systems.

EXTERNAL MAINTENANCE

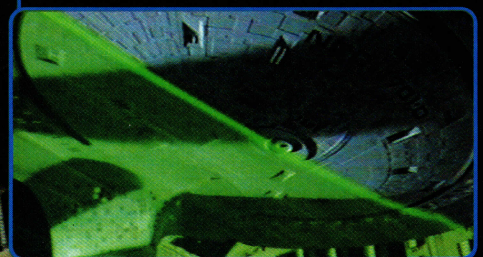
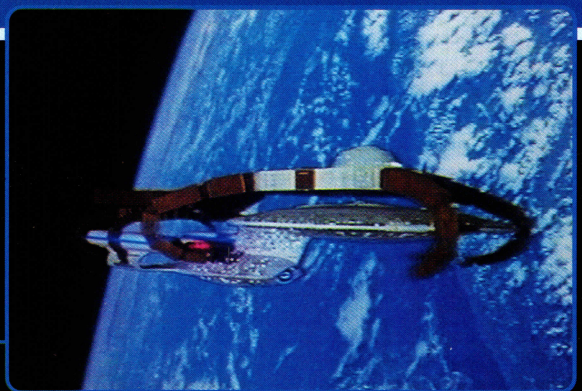
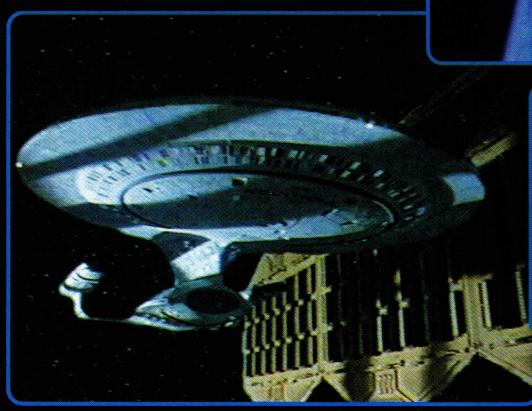
Sweeps as it cleans

The use of advanced technology on board a starship such as the *U.S.S. Enterprise NCC-1701-D* brings with it increased maintenance and repair demands. For example, a side effect of warp travel is the build-up of baryon particles on the vessel's superstructures that require regular decontamination. These particles can be effectively removed via a baryon sweep, which involves the use of a high frequency plasma field sweeping the entire ship. This technique is lethal to living tissue, so therefore a baryon sweep can only take place once the starship has docked for repair at a starbase, and the crew have been evacuated.

On Stardate 46682, the *Enterprise* docks at Starbase 97 in order to undergo a baryon sweep. A group of terrorists take advantage of the crew's absence, and beam aboard to steal the vessel's supply of trilitium resin. Fortunately, their plan is thwarted by Captain Picard.

▶ **EARTH STATION McKINLEY is a Starfleet repair facility in orbit of Earth. It can service even the largest starships. In 2367, the U.S.S. ENTERPRISE undergoes repairs here, following its battle with the Borg.**

▼ **Warp fields cause the build-up of baryon particles on a starship. In 2369, the U.S.S. ENTERPRISE NCC-1701-D docks at STARBASE 97, and the crew are evacuated off the ship prior to the start of a baryon sweep.**



▲ **From the exterior of a starship, the Baryon sweep appears as a green field passing over the vessel.**

SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

WEAPONS AND DEFENSIVE SYSTEMS

The *Intrepid*-class starship **U.S.S. Voyager NCC-74656** is primarily designed for deep space exploration. In common with all **Starfleet** vessels, however, it carries the means to defend itself if attacked.

The unusual situation of the **U.S.S. Voyager NCC-74656** and its crew, stranded in the **Delta Quadrant**, means that the starship has to make do with limited resources. It cannot return to **Starfleet** starbases for maintenance, repair, and upgrades. Nevertheless, *Voyager* remains a formidable force should any alien

vessels choose to attack it. This is largely due to the ingenuity of its crew, as well as the sophisticated design of the **Starfleet** ship's original weapons and defensive systems.

Voyager is equipped with a powerful and adaptable **phaser** array, which can be adjusted for use in a variety of situations. For example,

the harmonics of the phaser beam can even be modified to heal **subspace** rifts in order to prevent polaric detonation. *Voyager* is also equipped with **photon torpedoes**, defensive shields, other systems such as the **deflector dish**, and devices that utilize explosive compounds such as **thalmerite** or **tricobalt**.

Sirillium found in certain nebulae has been used to increase **U.S.S. VOYAGER NCC-74656's** deflector shield efficiency. The grid network can even be adapted to act as a large holographic projector, in order to produce phantom images capable of fooling a potential enemy.

VOYAGER's defensive shields can be extended around the vessel beyond normal limits. This allows additional vessels or structures to be protected from external forces, although the process tends to put enormous strain on the power systems of the ship, and reduces overall coverage.

The deflector dish is hugely adaptable. It can send out resonance pulses or bursts to block any damaging energy fields issued by alien ships, produce dampening fields to protect the ship, or direct a tachyon burst that will disperse a potentially dangerous temporal field.

VOYAGER has two **photon torpedo** launchers located fore and aft, allowing it to mount an attack on a pursuing alien vessel, as well as one directly in front. The rear launchers are situated behind Deck 3, directly supplied from the torpedo bays underneath the launchers on Deck 4.

The largest arrays are designed to maximize coverage of attack from all angles, and are situated on the upper and lower surfaces of the vessel's forward section. Protecting the upper aft section are two small arrays, which are mounted on the port and starboard sides of the mid-hull section. They have the capability to independently target all banks, providing great flexibility.



SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

WEAPONS AND DEFENSIVE SYSTEMS

Phasers

The primary weapons of the **U.S.S. Voyager NCC-74656** are a series of high powered **phaser** banks. They are gathered together in a series of arrays, located at key locations on the hull.

Control of the integrated phaser system is co-ordinated from the security station on the main bridge. From here, a phaser's power output, dispersion beam

width, and length of burst can be adjusted accordingly. On occasions where the automatic controls are disrupted, or damaged beyond use, it is possible for an operative to both target and fire the phasers manually, although this is less precise. Some shield configurations can deflect a phaser beam; an interferometric pulse, for example,

▶ **A ventral phaser strip is located beneath the engineering hull.**

can reflect the directed energy away from the target vessel, rendering phasers ineffective. Under normal conditions, however, phasers are a formidable and adaptable defense. For example, the harmonics of the beam can be adjusted to cut through solid rock when needed for rescue missions.



Photon torpedoes

The original complement of **photon torpedoes** aboard the **U.S.S. Voyager NCC-74656** ran to 38; their subsequently small number means that torpedo use is reserved for extremely hostile situations only.

Voyager carries Type VI photon torpedoes; their explosive potential can be modified by varying the amount of antimatter to

increase or decrease the yield, measured in isotonnnes. Typically set at a yield of 200 isotonnnes, the weapons' destructive potential can be maximized by firing them in a pre-set spread pattern, providing a cumulative detonation toward a target. Controlled from the security station on the main bridge, the torpedoes are automatically

▶ **Photon torpedoes are much favored for their destructive capability.**

targeted and fired. In case of damage to the launchers, they can instead be manually launched from the torpedo bay, although personnel are at risk from potential burns during the launch. The torpedoes are highly adaptable; their warheads can be modified for firing on specific targets.



Defensive shields

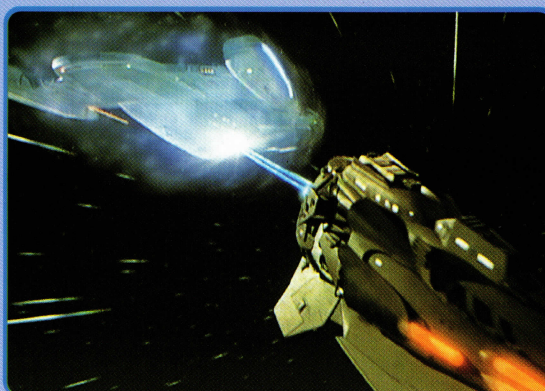
Shields are the primary defensive system of the **U.S.S. Voyager NCC-74656**. They encompass the entire vessel during hazardous situations. The defensive shield is generated through the grid that covers the upper port and starboard sides of the ship's engineering hull. It consists of a projected energy barrier whose frequency can be

modulated or rotated to maximize its effectiveness against attack. **Starfleet** shield design is extremely flexible, and can be modified by alien technologies to temporarily strengthen or change the nature of the shield's harmonics.

In their normal operating state, *Voyager's* shields are highly susceptible to any chroniton-based weapon.

▶ **Shields may eventually fail after consistent attacks on specific areas.**

They cannot halt the advance of a **chroniton torpedo**, because it is in a state of temporal flux, although if the exact temporal variance of a weapon is known, the shields can be adapted to produce highly effective temporal shielding.



Other systems

During their long journey home through the **Delta Quadrant**, the **U.S.S. Voyager NCC-74656** crew have often had to improvise weapons and defenses from systems not designed for such tasks. The **deflector dish**, for example, can be reconfigured to transmit a variety of directed energy beams or emissions, including the projection

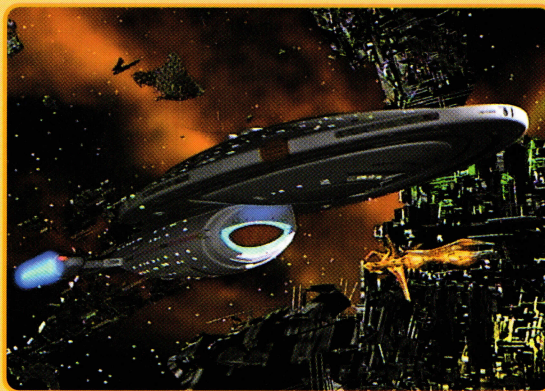
of **dekyon beams**, in order to increase the size of **subspace** ruptures.

Voyager is also equipped with at least 40 tonnes of the explosive chemical compound **thalmerite**, as well as a series of **tricobalt** devices that can destroy large constructions.

The absolute last line of defense for *Voyager*, however, is its autodestruct

▶ **The deflector dish clears the ship's path of any hazards or debris.**

system. Initiated by the captain with a verbal command authorization of '**Janeway pi one one zero**,' this sets off a specifically timed sequence of events that results in a **warp core** breach, turning the **Intrepid**-class vessel into a hugely destructive antimatter weapon.





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

EXCELSIOR-CLASS STARSHIP

REGISTRATION No:

NCC-62043

NAME:

U.S.S. MELBOURNE

DORSAL VIEW

DEFLECTOR GRID

SHIP'S REGISTRY

MAIN BRIDGE

MAIN IMPULSE ENGINES

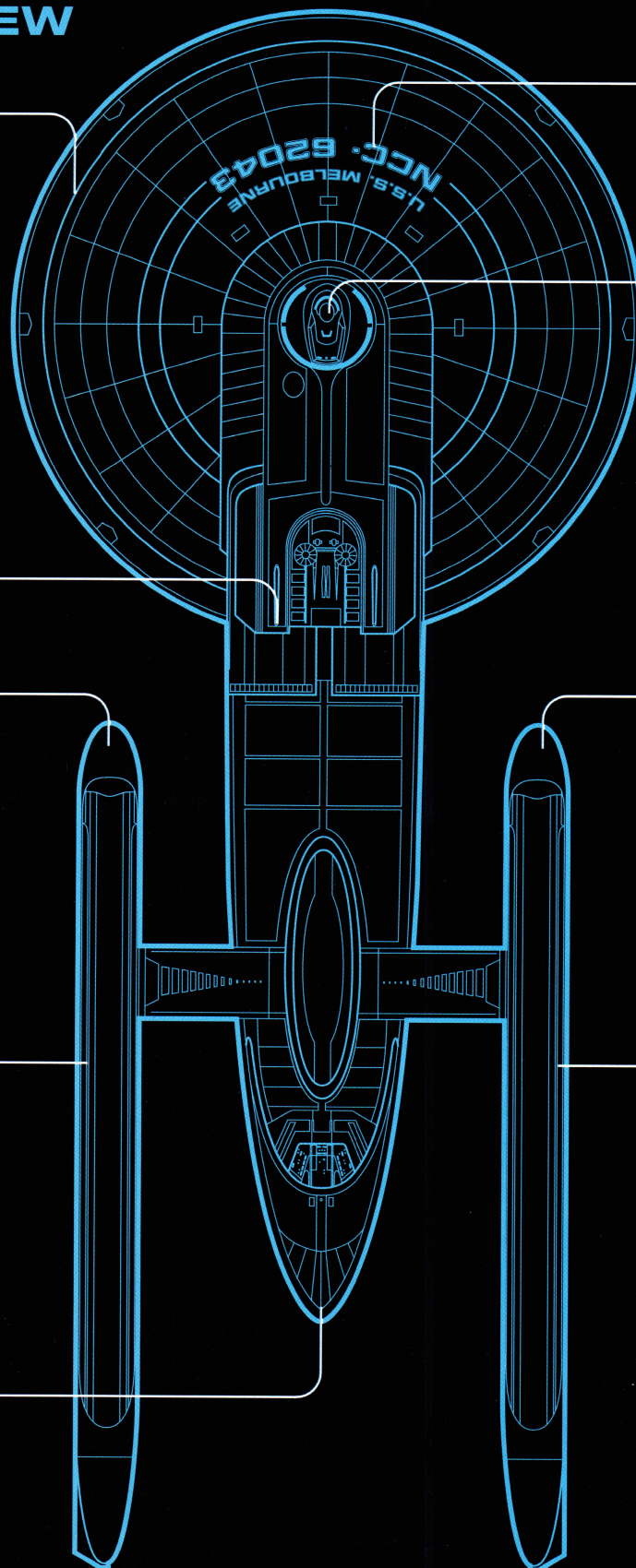
BUSSARD RAMSCOOP

BUSSARD RAMSCOOP

WARP NACELLE

WARP NACELLE

AFT SHUTTLEBAY



TM, ® & © 2000, Paramount Pictures.
All rights reserved.





TYPE:

EXCELSIOR-CLASS STARSHIP

REGISTRATION No:

NCC-62043

NAME:

U.S.S. MELBOURNE

The *U.S.S. Melbourne* NCC-62043 is an *Excelsior*-class starship, and as such it is regarded as one of Starfleet's finest vessels. For all its state-of-the-art technology, however, the *Melbourne* and its crew meet their final fate at the battle of Wolf 359, in combat with the unrelenting Borg.

The *U.S.S. Melbourne* NCC-62043, an *Excelsior*-class starship named for a city on the Australian continent of Earth, is another of Starfleet's most important vessels. In common with other starships in the *Excelsior* class, including the *U.S.S. Enterprise* NCC-1701-B, the *U.S.S. Hood* NCC-42296, and the *U.S.S. Intrepid* NCC-38907, the *Melbourne* is equipped with all the state-of-the-art technology necessary for conducting Starfleet missions, including planetary surveys and intergalactic explorations.

Excelsior-class ships are initially designed to operate with highly powered transwarp drive propulsion systems. Unfortunately, such ambitions fall flat after the failure of the experimental transwarp development project aboard the first ship in the class, the *U.S.S. Excelsior NX-2000*. Subsequently, the *Melbourne* and other *Excelsior*-class ships are only fitted with a standard warp drive system.

In 2364, the *Melbourne* undergoes maintenance at *Starbase 74*, which is under the jurisdiction of Commander Orfil Quinteros. The *U.S.S. Enterprise* NCC-1701-D, also docked at the starbase at this time, is hijacked by the Bynars. The *Melbourne* is unable to give chase as the vessel's maintenance is still in progress.

In 2366, the *Melbourne* is a starship in search of a new leader. The commission of captain aboard an *Excelsior*-class vessel is considered to be a very high honor in Starfleet, for which only a few top officers are qualified. One of the officers under consideration at this time is Commander William Riker, first officer on the *U.S.S. Enterprise* NCC-1701-D. Known for his strong character and courage under pressure, Riker has already declined the captaincy of both the *U.S.S. Drake* NCC-20381 and the *U.S.S.*

Aries NCC-45167. Rumors begin to circulate throughout Starfleet that Riker will accept the position aboard the *Melbourne*; it is such a high-profile opportunity that there is no way he can refuse. Deciding whether or not to take his place in the captain's chair aboard a different starship proves to be a hard choice for the *Enterprise*'s first officer, however.

Commander Riker is torn between the relative security of his life aboard the *Enterprise*, and the promise of a new, perhaps more challenging life as captain of the *Melbourne*. In an effort to persuade his first officer to accept the promotion, Captain Jean-Luc Picard remarks that the *Melbourne* is "a fine ship." He goes on to point out that Starfleet needs good captains aboard important starships at this time, because of the threat that the Borg poses to Earth and the Federation.

Hard decision

Riker ultimately turns down the captain's commission aboard the *Melbourne*, much to the surprise and disappointment of those in Starfleet who feel he is hurting his career. Riker admits that the *Melbourne* is indeed a fine vessel with a worthy crew, but "she's not the *Enterprise*." The commander states that, "motivated self-interest" is the reason that he chooses to remain in his current position – the *Enterprise*, rather than the *Melbourne*, is where he feels that he needs to be.

Commander Riker's instincts regarding the *Melbourne* turn out to be more sound than even he realizes at the time. In early 2367, the ship plays a major, but decidedly tragic, role during a threatened Borg invasion of Earth. The *Melbourne* joins an armada of 40 starships, hastily assembled by Admiral Hanson near the star Wolf 359, tasked with stopping the Borg



Commander William Riker is offered the captaincy of the U.S.S. MELBOURNE, but the first officer declines the position.

collective at all costs. The ensuing fight against the Borg goes down in Federation history as one of the most terrible battles ever fought. In total, 39 ships and over 11000 lives are lost, including the entire crew of the *Melbourne*. All that remains of the ship in the aftermath of the battle is a burned-out hulk, floating in space.

Final battle

This horrifying image of the decimated *Melbourne*'s debris field is grimly noted by Riker when the *Enterprise* visits the battle's location. The first officer realizes that even his fine instincts would have made no difference to the outcome of the battle, or to the fate of the ship and its crew. Surrounded by the evidence of so many lives and ships lost, Riker finds the sight of the *Melbourne*'s wreckage particularly painful, since he knows that he could easily have been aboard as its captain.

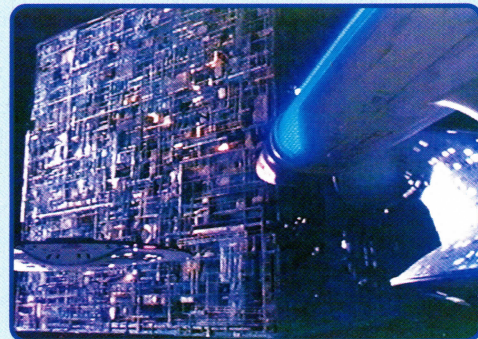
In the end, the *Melbourne* is best remembered as one of the starships lost at the battle of Wolf 359. The ship's crew give their lives in a valiant struggle against the Borg, and take their place in history as brave and fallen heroes with a legacy of fine Starfleet service.



Commander Orfil Quinteros is assigned to the maintenance of such ships as the MELBOURNE and the U.S.S. ENTERPRISE.



The MELBOURNE is part of the Starfleet armada sent to Wolf 359 to stop the invasion of the Borg collective.



By the time the ENTERPRISE arrives at Wolf 359, the Starfleet forces, including the MELBOURNE, have been decimated.

FILE 43 STARFLEET PERSONNEL

Admiral Mark Jameson

In 2364, elderly **Starfleet** Admiral Mark Jameson comes out of retirement to settle a hostage dispute on **Mordan IV**. The esteemed **Federation** negotiator takes large doses of a lethal rejuvenating serum, and he returns to the site of his greatest failure a youthful man once more.

By 2319, **Mark Jameson** is one of the most renowned negotiators in **Federation** history. His illustrious career continues even after he officially retires from service, as **Starfleet** assign him to missions considered too difficult for anyone else to negotiate.

Born in 2279, Jameson attended **Starfleet Academy** and was promoted up through the ranks. At the age of 35, he married **Anne**, but they were rarely together, as Jameson spent most of his time in space. The young officer was dedicated to his work, and happiest when in command of the **Constellation-class U.S.S. Gettysburg NCC-3890**. In 2319, **Starfleet** desperately needed a skilled negotiator on the planet **Mordan IV**, and Jameson was sent in to mediate.

Mordan IV had a tribal culture, and trouble erupted after one of the planet's chiefs was assassinated. His son, **Karnas**, seized control of a starliner and threatened to kill the 63 passengers on board unless

Starfleet gave him weapons to avenge his father's death. The situation worsened when **Karnas** murdered the first two negotiators; by the time Jameson arrived, he realized the only way to save the hostages was to give in to **Karnas's** demands. The two men sealed their bargain with a blood pact.

Fatal error

Jameson knew he had violated the **Federation's Prime Directive** by interfering with the natural development of **Mordan IV's** society. He tried to compensate for this error by letting the other tribes have the same weapons he gave **Karnas**, so that they could solve their problems on an equal basis. This fatal error set in motion a civil war that lasted for 40 years and nearly destroyed the planet. Jameson was well aware that **Starfleet** would not approve of his actions, so he falsified records of the incident. The millions of deaths on **Mordan IV** haunt him for the rest of his life, however.

PROFILE OF AN ADMIRAL

NAME: Mark Jameson

LIFE FORM: Human male

STATUS: Admiral [retired] and Federation negotiator

FAMILY: Anne Jameson [wife]

PREVIOUS POSTING: The **U.S.S. Gettysburg NCC-3890**

NEGOTIATIONS: During a hostage situation on **Mordan IV** in 2319, Mark Jameson violated the **Prime Directive** in order to secure a deal.

CURRENT STATUS: Deceased

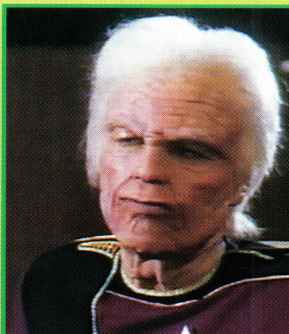
FIRST SEEN: 'Too Short A Season' [TNG]



▲ Admiral Mark Jameson's amazing transformation disturbs everyone aboard the **U.S.S. ENTERPRISE**, but he still insists on carrying out delicate negotiations with his old nemesis **Karnas**.

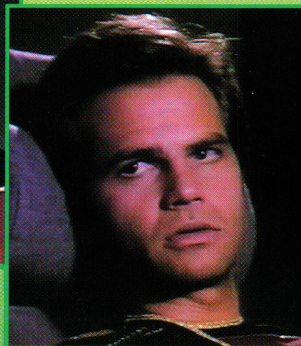
★ Retired admiral

The 85-year-old Admiral Jameson is now confined to a wheelchair, and his face shows the ravages of time and old age, no doubt brought about by an illustrious **Starfleet** career.



★ Rapid transformation

When Jameson contracts **Iverson's disease**, he takes massive doses of a rejuvenating serum, and quickly, though painfully, reverts to middle age.



★ Ranking officer

Captain **Picard** has his doubts about the rejuvenated Jameson's methods, but the admiral is still his superior officer.

★ Destructive process

Painful attacks are a side effect of the treatment, but Jameson no longer feels like "half a man" – he is young and strong again.

THE THREE AGES OF MARK JAMESON



Admiral Mark Jameson



★ Hypocrite

The former terrorist Karnas holds Jameson solely responsible for his world's 40-year civil war.

After reaching the rank of admiral, Jameson retired from active Starfleet service. He and Anne were permanently reunited, but Jameson missed his old life on the *Gettysburg*. He was flattered whenever the Federation asked him to come out of retirement to assist with difficult negotiations, particularly when he was designated senior mission officer, and placed in overall command.

In his late 70s, Jameson developed **Iverson's disease**, a terminal, incurable illness that destroys muscular function but leaves the brain untouched. His physical decline was rapid and by the age of 81 the admiral was confined to a wheelchair. Unable to command his own body, he now feels like "half a man."

Past connections

Jameson once successfully mediated a difficult situation on the planet **Cerebus II**, so when he heard rumors that the planet's natives had developed a rejuvenating process, he returned to the world. The admiral used his high standing in the community to secure enough of the miracle substance for himself and his wife. Jameson was instructed to self-administer a potent, and potentially lethal, cocktail of herbs and drugs for a period of two years. Every individual has a different reaction to the process, so Jameson tests the treatment on himself first, to see if it is dangerous. He does not tell Anne about his acquisition.

Less than two months later, Jameson receives another call from Starfleet. The Federation ambassador to Mordan IV and his staff are being held hostage by dissident terrorists; Karnas is



★ Disbelief

Mordan IV's governor does not recognize the young man as Admiral Jameson.

now the planet's governor, and he insists that Mark Jameson once again mediate the situation. The admiral believes that this crisis finally gives him the chance to rectify his earlier mistake. He also feels he will need all the strength he can muster, and therefore takes the entire dose of the rejuvenating drug in one quick gulp.

When Jameson and Anne are picked up by the **U.S.S. Enterprise NCC-1701-D** en route to Mordan IV, the admiral immediately sets to work, repeatedly reviewing Karnas's transmission in order to uncover any relevant information. Jameson looks very frail and shows every one of his 85 years, but the rejuvenating process soon becomes apparent when he swiftly gains physical strength and begins to look increasingly youthful. These changes are accompanied by

"63 people came away safe, but millions died on Mordan because I delivered those weapons."

— Admiral Mark Jameson to Captain Jean-Luc Picard

episodes of extreme pain, however, and his physical transformation is obvious to all on the starship. As his body grows younger, his mind changes as well; his thinking becomes increasingly immature and impetuous, and the painful side effects of the rejuvenating process become more frequent and more intense.

Revenge

As the *Enterprise* nears Mordan IV, Jameson contacts Karnas and learns the truth — there are no dissidents. Karnas has captured the Federation representatives himself, to lure Jameson back to the planet and punish him for his past mistakes. The admiral concludes that only a daring raid will save the hostages, but when **Captain Jean-Luc Picard** asks him why he has abandoned his previously successful negotiating style, Jameson is forced to finally tell the truth about what happened 40 years ago.

The negotiator leads an away team down to a set of underground tunnels on Mordan IV. He can still recall the layout from 40 years earlier, and refuses to look at a **tricorder** which, contradicting his memory, indicates that the team

are now heading toward a dead end. When the group are attacked, the youthful Jameson rashly stands in the open to shoot, and has to be pushed to safety.

Jameson then suffers an excruciating seizure on the planet, and is **transported** back to the *Enterprise*. Despite the fact that the rejuvenating process is destroying his body, Jameson insists that he be returned to Mordan IV to save the hostages. As he puts it, "all I have left to bargain with is myself."

When presented with the rejuvenated Jameson, however, Karnas at first refuses to believe that the young man before him is the famed Federation negotiator. The governor is finally convinced only when Jameson shows him the scar he still carries from their blood pact.

Karnas realizes that he cannot cause his enemy any pain more terrible than that which he is already suffering. He is satisfied to let Jameson die in the arms of his beloved wife. At Anne's request, Admiral Jameson is buried on Mordan IV, the site of both the best and worst moments of his long Starfleet career.

LOYAL WIFE

Aging gracefully

Anne Jameson is the long-suffering wife of Admiral Mark Jameson. She loyally supports her husband throughout his career, waiting for him during the long periods that they are apart. When Jameson is asked to attend the situation on Mordan IV, Anne accompanies her now wheelchair-bound husband aboard the U.S.S. Enterprise NCC-1701-D. She voices her concern that Mark's health is not strong enough to carry out these negotiations, and she is shocked to learn her husband has taken a potentially lethal treatment. When he later dies in her arms on

Mordan, Anne feels she has been robbed of the final years she intended to share with Mark.

Concern

Anne fears for her husband after learning of the dangerous treatment he has taken.

Widow

Anne Jameson asks that her husband's body be buried on Mordan IV.



Kira Nerys: Childhood and Family

Kira Nerys is a child of the Cardassian occupation of the Bajoran homeworld. Her character is shaped by a harsh childhood in refugee camps, and a youth spent fighting in the resistance.

Kira Nerys was born in 2369 to Kira Taban and Kira Meru, during the brutal Cardassian occupation of Bajor. She has two younger brothers, Reon and Pohl. Before the occupation, when a family-centered caste system defined Bajoran society, the Kiras would have been part of the Ih'valla D'jarra, an artistic caste. In fact, Meru was an icon painter from Dahkur Province. Later, Nerys recalls that she did not inherit the family trait; she was even a terrible finger painter as a child.

Starvation

By the age of three, Kira and her family were living amid the harsh conditions of the Singha refugee camp. Lack of adequate food, clothing, shelter, and medical care meant that the Kira family survived on the edge of starvation. Nerys has few memories of this time, other than that she sometimes played springball with her brothers. Well into adulthood, Kira believed that her mother died of malnutrition at the refugee camp. Her father, who perpetuated this story, claimed that Meru was the bravest woman he knew.

At some point, the Kiras were able to leave the refugee camp and return to their home in the Dahkur Province, where Taban singlehandedly raised his three children in his wife's absence. He was fond of gardening, and used his skills to feed his family. Unknown to the Kira children, Meru had been

chosen to serve as a comfort woman to the Cardassians on Terok Nor, the space station orbiting Bajor. Meru's elevated status ensured that her family were given decent shelter and good food. Taban loved his wife all the more for her noble sacrifice. Meru remained a comfort woman for seven years, before dying in a Cardassian hospital.

Horrific truth

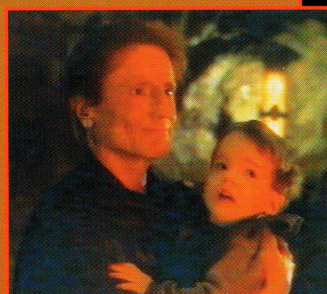
Nerys does not discover the truth about her mother until 2374, when she travels back to the past via the Bajoran Orb of Time and learns of her mother's close relationship with Gul Dukat, the Prefect of Bajor. This proves to be a hard truth for Nerys to swallow – she has always despised those Bajorans who collaborated with the Cardassians during the occupation. Eventually she comes to terms with her mother's dark past, accepting that Meru acted out of love for her children.

Kira Nerys was recruited into the Shakaar resistance cell at the age of 12, and fought alongside the group until the Cardassians withdrew

★ Young Nerys

Kira Nerys was only three years old when she was separated from her mother.

SINGLE PARENT



PROFILE ON KIRA

NAME: Kira Nerys

LIFE FORM: Bajoran female

FAMILY: Kira Taban [father], Kira Meru [mother], Kira Reon and Kira Pohl [brothers].

FAMILY CASTE: Ih'valla D'jarra, the artist's caste.

REMARKS: Nerys is separated from her mother at the age of three. Her father is fatally wounded by the Cardassians, and her brothers' fate is not known.

CHILDHOOD: Kira Nerys's earliest memories are of the time she spent at the Singha refugee camp.

FIRST SEEN: 'Emissary' [DS9]



▲ Kira Nerys never forgives or forgets the brutal Cardassian regime of her childhood. She devotes her adult life to serving Bajor and its people.



★ Upheaval

Kira Meru was an icon painter from Dahkur Province, before the Cardassians interned entire Bajoran families in refugee camps.

★ Loving father

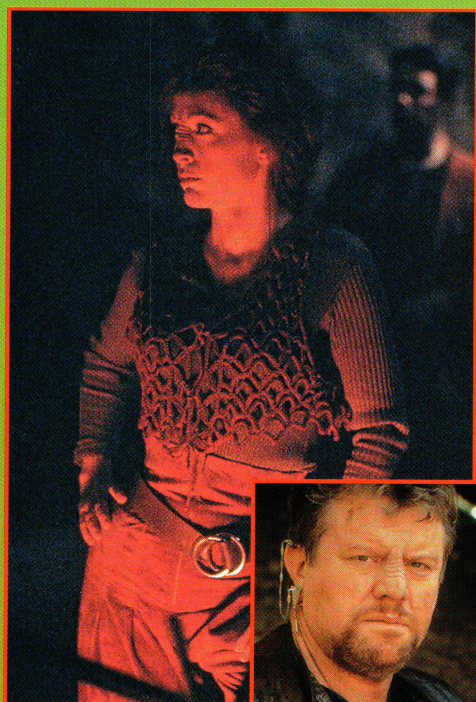
Kira Taban has to raise three children after his wife is taken from him.

★ Torn apart

Kira Meru never gets to see her young son Pohl grow up.



Kira Nerys: Childhood and Family



"I don't enjoy fighting. Yes, I've spent my life fighting for a good cause, our independence, our freedom, but it was brutal and ugly. It's over for me. It's not who I am anymore." — Major Kira Nerys on her childhood

★ Past sin

Using the *Orb of Time*, Nerys learns of her mother's true fate — serving as Dukat's comfort woman on *TEROK NOR*.



★ New family

Freedom fighters Furel and Lupaza are like family to Kira.

her father slip away, but absolutely powerless to help.

When the opportunity arose to seek revenge on those responsible for Taban's injuries, Nerys took it, in spite of her father's plea to stay by his side. She scored a good hit against the Cardassians, but Taban died calling out for his daughter, a fact that haunts Nerys for many years to come. She honors her father's memory by personally

digging his grave and making sure that it is well tended. The fate of her brothers remains unknown.

Resistance family

Growing up as she did, Nerys comes to think of her fellow rebels as family; she spends time with them after the occupation, and they are never far from her thoughts. **Lorit Akrem**, the man who recruited her into the Shakaar resistance cell, is a close friend in her younger years. After the occupation, Nerys learns that a ship Lorit was on crashed on the planet **Dozaria**. A mission in 2371, however, reveals that he tragically died there the previous year. Other family friends include **Shakaar**, whom Nerys becomes romantically involved with after the occupation, and their fellow freedom fighters **Furel** and **Lupaza**. The experience of the occupation shaped them all, and forged friendships as strong as family bonds on the bloody battlefields of Bajor.

★ Freedom fighter

Kira grows up to be a dedicated member of the Bajoran resistance.

from Bajor in 2369. She proved to be a fearless freedom fighter, willing to take on any challenge. She also deeply loved her father, and considered him her source of

strength. When Taban was wounded in a confrontation with the Cardassians, he was brought to the resistance base. Nerys spent long hours at his bedside watching

MOTHER

Kira Meru

Kira Meru is born in 2314, during the Cardassian occupation of Bajor. Her favorite flowers are the fragrant Bajoran lilacs. As a child, she dreams about having enough food to eat, and pretty clothes to wear. Her dreams do come true, but not in the way she wanted.

As an adult, Meru is a tall, slender, striking woman.

When her family ends up in the Singha refugee camp, Meru's energies are entirely focused on her children; she waits hours in line for two meager bowls of soup to feed them. At some point Meru is injured by a Cardassian for not showing him the proper respect. The encounter leaves a lasting scar on her face.

When Meru is stolen from her family to become a comfort woman she is both bewildered by her fate, and thankful to have something decent to eat. She has no choice but to cooperate. If Meru fails in her duties, she and her young family will be sent to a labor camp, where death is certain.

The Prefect of Bajor, Gul Dukat, shows Meru kindness by having the scar on her face repaired and she begins to trust his sly promises. A message from her husband confirms that her family are thriving because of her sacrifice, giving her peace of mind. Tragically, Meru dies seven years later in a Cardassian hospital.



▲ Punishment

Meru literally bears the scars of the Cardassian occupation.



▲ Act of kindness

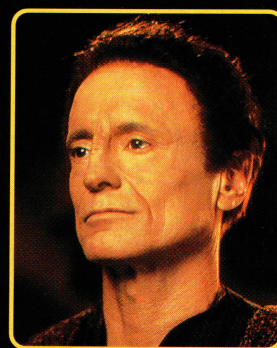
Dukat uses a dermal regenerator to remove Meru's scar.

FATHER

Kira Taban

Kira Taban struggles through the Cardassian occupation trying to provide for his family. He is outraged when people attempt to steal their food in the Singha refugee camp, but does not have the strength to fend them off himself. When his beloved wife is taken as a comfort woman, he can only stand by helplessly, baby son in arms, and watch. His wife's new status grants him and the children food and adequate medical care. Later, they are able to return to their home, where life is undoubtedly better than the refugee camp.

Taban never sees Meru again, though he sends a message telling her that he truly believes she has saved her family's lives. This selfless man never apparently fights the Cardassians outright, but he seems proud of Nerys's involvement in the resistance. Only later, after his children are gone, does Taban confront his oppressors. When the Cardassians set fire to his village, he tries to talk and reason with members of the occupying force, but is fatally injured as a result. Taken to a resistance base for treatment, he begs his daughter to stay at his side, telling her that he is afraid and does not want to be abandoned. He dies alone, pitifully calling out his daughter's name.



▲ Selfless husband

Taban hopes his wife will grasp any happiness that she can find.



▲ Stark grave

Nerys personally digs her father's final resting place.

Tractor Beams

Tractor beams have been a standard feature on Starfleet ships and space stations since the early 23rd century. They have a number of functions, which include the launching and landing of shuttlecraft, the rescue or retrieval of ships, and even the capture of enemy vessels.

Classified as being part of a Starfleet vessel's ancillary systems, tractor beams have been included on Federation ships since the original *Constitution*-class vessels of the early 23rd century. Their design has changed little over the years, with enhancements stemming from improved power output and efficiency. Tractor beams prove to be an invaluable resource for all manner of Starfleet ships.

A tractor beam is a focused graviton force beam whose density, reach, and intensity are controlled from the Operations Center on the main bridge of a starship. The *U.S.S. Enterprise NCC-1701* design featured a main starboard emitter, located at the lower edge of the engineering hull, which proved to be useful on many occasions. Later classifications of vessel, such as the *Galaxy*-class *U.S.S. Enterprise NCC-1701-D*, have a minimum of three main emitters, located fore and aft of the engineering hull's underside, and a forward facing single unit on the connecting dorsal. This configuration allows the *Galaxy* class far more accurate manipulation of an object, with additional lower

powered emitters located near the shuttlebays for use in the launch and landing cycles of shuttlecraft. Lower powered tractor beams are frequently employed by Starfleet vessels. In particular, *Galaxy*-, *Intrepid*-, and *Defiant*-class ships often use tractor beams during docking procedures.

Targeting an object

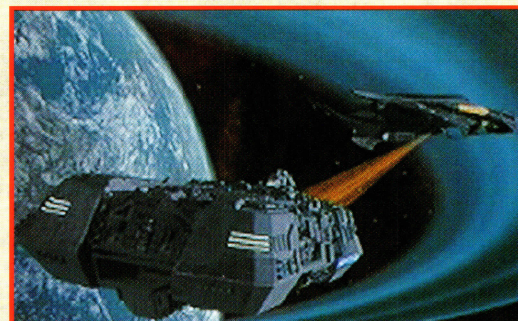
Under normal tractoring conditions, an interference pattern is generated on the surface of the target object. The strength of this pattern is determined by the distance of the object from the tractor beam emitter; the strength and intensity of the tractor beam; and the amount of power available to the system. By manipulating the focal point on the surface of an object and altering the interference pattern generated, an object can be drawn toward the ship on which the tractor beam is mounted. At the point of contact with the object, significant stress is generated. This stress can prove to be excessive, illustrated by the accidental destruction of **Captain John Christopher's** aircraft by the *U.S.S. Enterprise NCC-1701* in the late 1960's.

The **DYSON SPHERE** encountered by the crew of the *U.S.S. Enterprise NCC-1701-D* in 2369 features advanced tractor-ing technology. It is equipped with a series of tractor beams that are activated by certain subspace frequencies.

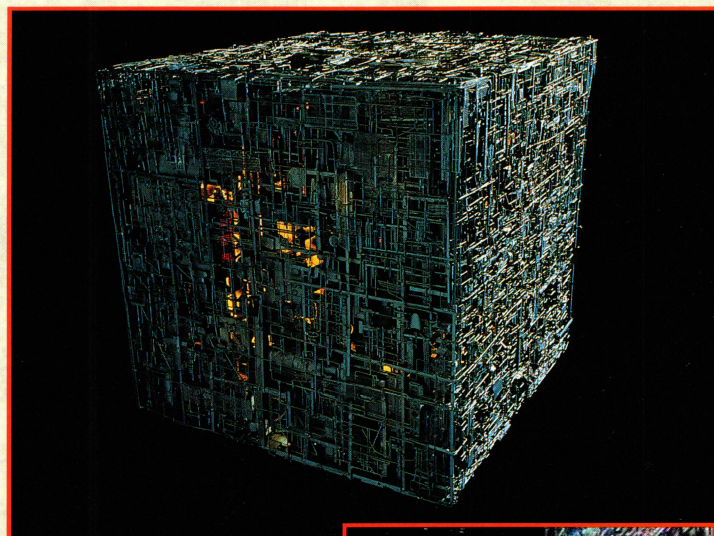
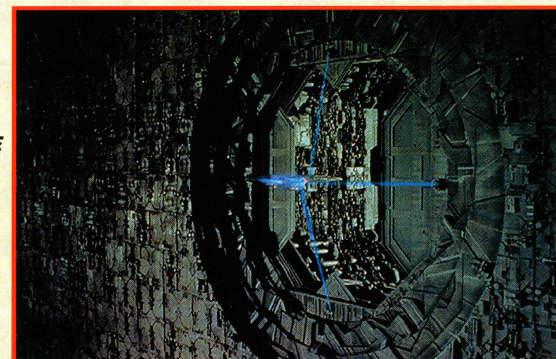
Inversion of the tractor beam's interference pattern can allow an object or ship to be pushed away from a vessel, although the sheer mass of the target object may severely limit the effectiveness of a tractor beam. Some are simply too large to be directly manipulated by a standard beam, as shown by the efforts of the *U.S.S. Enterprise NCC-1701-D* crew on **Stardate 43539**. Their attempt to alter the

orbit of a descending asteroidal moon onto the planet **Bre'el IV** fails due to insufficient beam power. Tractor beams have a finite operating range and amount of power available to them, although **phase-conjugate graviton emitters** are sometimes used to increase the lift capacity of a tractor beam.

One specific application of tractor beam technology is their role in

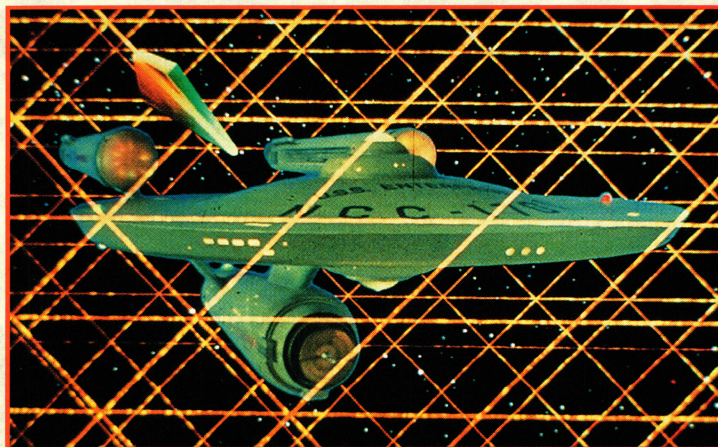


The *U.S.S. Enterprise NCC-1701-E* uses a tractor beam to remove the **FEDERATION HOLOSHIP** from the Ba'ku homeworld, during the ill-fated Son'a-Federation alliance of 2375.

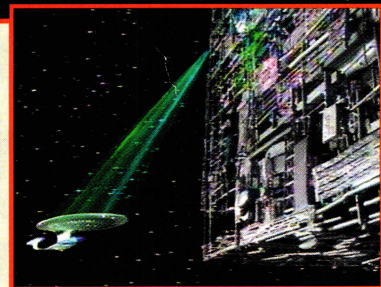


BORG CUBES are equipped with powerful tractor beams, which they use to hold a vessel in place before beaming over drones to assimilate the crew. Starfleet tractor beam technology appears to be ineffective on a **BORG CUBE**, however.

The *U.S.S. Enterprise NCC-1701-D* is caught within a Borg tractor beam.



The **Tholians** put their tractor beam technology to deadly use. **THOLIAN WEBSPINNERS** emit tractor beams around an enemy vessel, effectively trapping it within a web. The *U.S.S. Enterprise NCC-1701* is nearly caught in such a trap.



Tractor Beams

towing other vessels, either in cases of emergency, or as part of routine transportation duties. One example is the vital role played by the **U.S.S. Defiant NX-74205** in its rescue of a captured **Jem'Hadar Warship** during the **Dominion war**. The towing ship's tractor beam generate graviton field energies strong enough to protect the target vessel, enhancing or replacing a damaged structural integrity field if required. This causes a considerable power drain on the emitters, however.

Other facilities

Starfleet does not restrict its use of tractor beams to its vessels. The majority of its starbases, supply depots, and dry docks have some form of tractor beam to aid automatic docking and launch procedures. Station **Deep Space Nine** is equipped with powerful multiple tractor beams that are strong enough to prevent a relatively large vessel from leaving the station without approval.

Tractor beam design and implementation is not the sole recourse of Starfleet, or even the **Alpha Quadrant** – the **Kazon-Ogla** sect in the **Delta Quadrant** have tractor beams equivalent to those of an *Intrepid*-class vessel.

One of the most aggressive, but successful applications of tractor

beam technology is employed by the **Tholians**, as experienced by the **U.S.S. Enterprise NCC-1701** when it tries to rescue the **U.S.S. Defiant NCC-1764** in 2268. **Tholian Webspinners** spin a tractor field around a target vessel while staying outside of weapons range, creating a **Tholian Web** which, when completed, contracts, destroying the ship inside.

Tractor beams

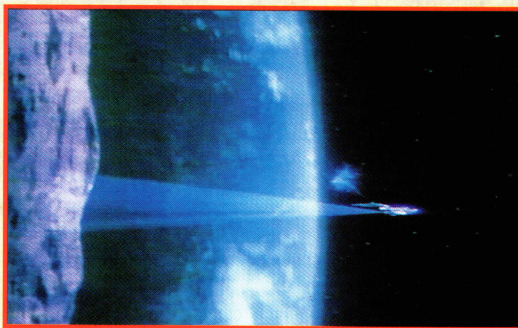
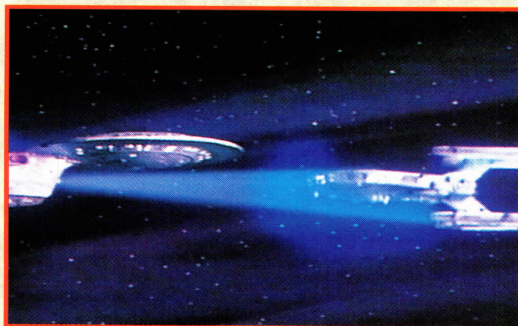
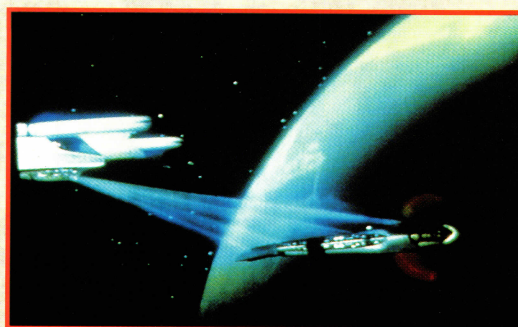
The huge **Dyson Sphere** encountered by the **U.S.S. Enterprise NCC-1701-D** in 2369 is equipped with a series of automated tractor beams. These are activated by a specific **subspace** frequency, which pulls the target ship inside. **Klingon** vessels are also equipped with tractor beams used to secure a ship before boarding, a technique carried out as standard operating procedure by the **Delta Quadrant's Numiri**.

The **deflector dish** of **Jem'Hadar Attack Ships** can prevent a tractor beam lock, which makes their ships extremely difficult to capture or overpower. Similarly, the **Borg** can remodulate the shield harmonics of a vessel to prevent a tractor beam locking onto a **Borg cube**. The collective itself uses hugely powerful tractor beams to lock a target vessel into place before assimilating it.

▶ **Starfleet tractor beams can be targeted on other vessels to forcibly hold them in place. The intensity of the actual beam will depend upon the distance of the object from the tractor beam emitter.**

▶ **The U.S.S. ENTERPRISE NCC-1701-D uses a tractor beam to haul in the derelict U.S.S. STARGAZER NCC-2893. The hulk of the vessel is delivered to Captain Jean-Luc Picard by DaiMon Bok.**

▶ **In 2366, the asteroidal moon of Bre'el IV is knocked out of orbit. The crew of the ENTERPRISE are sent to prevent planetary destruction, by attempting to drag the moon back into orbit using tractor beams.**



ENHANCING TRACTOR BEAMS

Diverting disaster

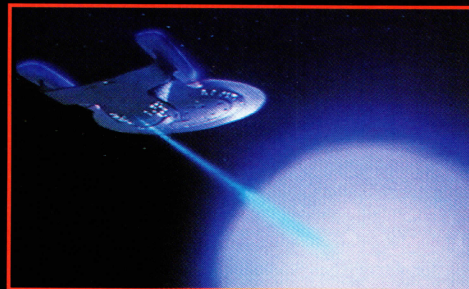
Tractor beams can be successfully enhanced. In 2368, the **U.S.S. Enterprise NCC-1701-D's** Chief Engineer Geordi La Forge develops a multiphase tractor beam, in collaboration with scientist Hannah Bates of the **Genome Colony** on **Moab IV**. Their modification allows warp power to be channeled into the tractor beam far more efficiently, resulting in the beam successfully diverting the deadly path of an approaching stellar core fragment.

Tractor beams can also be modified to collect verion particles, or even used to intercept a transporter beam, although such an act will leave traces of generated antigraviton particles inside the transporter emitter coil. Such evidence leads to the release of Captain Jean-Luc Picard and Dr. Beverly Crusher from the **Prytt Alliance** in 2370.

▶ **In 2370, Kesprryt III is put forward for Federation membership. One of the planet's factions, the Prytt, are against such an alliance and kidnap Captain Picard and Dr. Beverly Crusher. Their ENTERPRISE colleagues rescue them using tractor beam residue to trace their position on the surface.**



▶ **Chief Engineer Geordi La Forge and Genome Colony member Hannah Bates develop a multiphase tractor beam that is actually heightened with warp power.**



▶ **The ENTERPRISE directs a multiphase tractor beam at a stellar core fragment headed toward Moab IV. The enhanced beam successfully directs it away.**



FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation

A-Z Episode Guide Part 6

'A MATTER OF HONOR'

FILE 69 CARD 33



As part of an officer exchange program, **Commander William Riker** is posted to a **Klingon Bird-of-Prey**. Fighting to hold his own among the **Klingon** crew, Riker finds that he may have to take part in an attack on the **U.S.S. Enterprise NCC-1701-D**.



'A MATTER OF PERSPECTIVE'

FILE 69 CARD 61

The widow of an eminent scientist killed in an explosion accuses **Commander William Riker** of murder. During Riker's trial, the scene of the crime is recreated on the **U.S.S. Enterprise's** holodecks.



'A MATTER OF TIME'

FILE 69 CARD 105



Berlinghoff Rasmussen, a 22nd-century con man, visits the **U.S.S. Enterprise** claiming to be a time traveling scientist from the 26th century. In actual fact, he is attempting to steal more advanced technology from the **Starfleet** vessel.

'THE MEASURE OF A MAN'

FILE 69 CARD 34

The android officer **Lt. Commander Data** is required to defend his rights as a sentient being when **Commander Bruce Maddox** suggests that he is the property of **Starfleet**. **Captain Jean-Luc Picard** acts in his officer's defense.



'MENAGE A TROI'

FILE 69 CARD 71



Lwaxana Troi, her daughter, **Deanna**, and **Commander William Riker** are kidnapped from **Betazed** by a **Ferengi DaiMon**. **Tog** intends to utilize Lwaxana's telepathic abilities in his business dealings.

'THE MIND'S EYE'

FILE 69 CARD 96

Chief Engineer Geordi La Forge of the **U.S.S. Enterprise** is brainwashed by **Romulans** and instructed to assassinate a **Klingon** official.



'THE MOST TOYS'

FILE 69 CARD 69



Data is kidnapped by a collector of rare and unique items, who fakes the android's destruction to prevent the crew of the **U.S.S. Enterprise** from searching for him.

'THE NAKED NOW'

FILE 69 CARD 2

The **U.S.S. Enterprise** is infected by a virus that strips the crew of their inhibitions, and thus threatens the ship's destruction.



'THE NEUTRAL ZONE'

FILE 69 CARD 25

Investigating a series of attacks along the **Romulan Neutral Zone**, the crew of the **U.S.S. Enterprise** discover a **cryosatellite** with three 20th-century humans on board. The surviving 'sleepers' are revived and slowly come to terms with life in the 24th century.





STAR TREK: The Next Generation A-Z Episode Guide Part 6



'NEW GROUND'

FILE 69 CARD 106

Lt. **Worf** learns the hardships of parenting when his young son **Alexander Rozhenko** comes to live with him on board the **U.S.S. Enterprise NCC-1701-D**.



'THE NEXT PHASE'

FILE 69 CARD 120

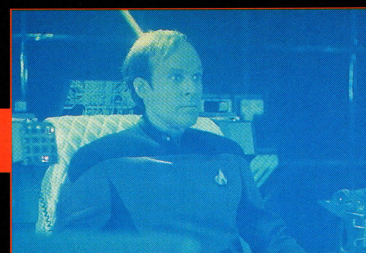


Chief Engineer **Geordi La Forge** and Ensign **Ro Laren** are believed dead by their crewmates after they are cloaked in an incident aboard a **Romulan** ship.

'NIGHT TERRORS'

FILE 69 CARD 89

The crew suffer the effects of severe sleep deprivation when the **U.S.S. Enterprise** becomes trapped in a **Tyken's rift**, while Ship's Counselor **Deanna Troi** experiences disturbing dreams.



'THE NTH DEGREE'

FILE 69 CARD 91



Lt. **Reginald Barclay** gains extraordinary mental abilities after coming into contact with a **Cytherian Probe**, evolving into perhaps the most advanced human being who has ever lived.

'THE OFFSPRING'

FILE 69 CARD 63

Data becomes a parent when he successfully undertakes a project to construct **Lal**, an android daughter. Unfortunately, Lal's existence proves to be short-lived.



'11001001'

FILE 69 CARD 15



Captain **Picard** and Commander **Riker** try to regain control of the **U.S.S. Enterprise** after it is hijacked by the **Bynars**, who intend to use the ship to repair their planet's computer network.

'THE OUTCAST'

FILE 69 CARD 113

Commander **Riker** risks his career when he falls in love with a being from a genderless society. **Soren's** leaders view those of their kind with male or female preferences as deviants.



'THE OUTRAGEOUS OKONA'

FILE 69 CARD 29

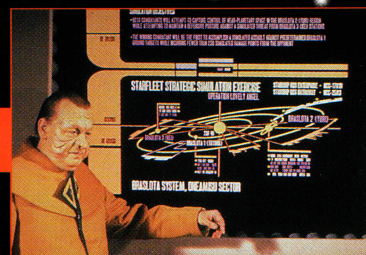


The **U.S.S. Enterprise** becomes involved in an interplanetary feud when it picks up **Captain Thadiun Okona**, who is accused of stealing the **Jewel of Thesia**. The situation resolves itself by the bringing together of two young lovers.

'PARALLELS'

FILE 69 CARD 154

Returning from a **bat'leth** tournament, **Worf** finds himself passing through a variety of quantum realities. The **Klingon** encounters different versions of the **U.S.S. Enterprise** crew.



'PEAK PERFORMANCE'

FILE 69 CARD 46

Commander **Riker** is given command of the derelict **U.S.S. Hathaway NCC-2593**, which he and a skeleton crew must bring into operation for a **Starfleet** wargame against the **U.S.S. Enterprise**. The combat maneuvers are interrupted by an attack from a **Ferengi Marauder**.



'Badda-Bing, Badda-Bang'

Deep Space Nine's popular holosuite program featuring Vic Fontaine is suddenly transformed by a hidden element incorporated into its design. Ruthless mobster Frankie Eyes takes control of Vic's establishment, but Captain Benjamin Sisko's very own 'Rat Pack' saves the day.

'BADDA-BING, BADDA-BANG'

"Let's just say I'm here to stay, while you Vicky-boy are about to take a powder."

— Frankie Eyes to Vic Fontaine

A deeply concealed surprise element in the **Vic Fontaine holosuite** program enables a gangster named **Frankie Eyes** to take over Vic's business. He transforms the lounge into a sleazy joint, with scantily clad dancing girls as the main entertainment. The program will only revert to standard operation if Frankie is removed, but this will have to be achieved within the parameters established by the early 1960's setting. Shutting down the program and re-setting it manually would wipe Vic's memory.

Many of the *Deep Space Nine* officers feel they owe Vic a favour, and there is no shortage of volunteers to help him out. It is discovered that Frankie Eyes has been funded by a bigger mobster named **Mr. Zeemo**, to whom he must pay a percentage of the casino's profits. The solution to Frankie's removal would appear to be ensuring that Zeemo receives no payment, and a plot is concocted to rob Vic's casino.

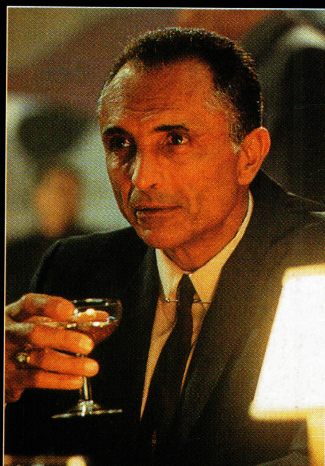
Undercover mission

Colonel Kira Nerys cultivates a flirtatious relationship with Frankie Eyes, learning the location of his safe, while various other officers are introduced into the casino as employees or gamblers.

Despite meticulous planning, a number of troublesome variables occur while the caper is acted out, not the least of which is Mr. Zeemo arriving unexpectedly early one day. The ingenuity of the participants, however, ensures that all problems are adroitly overcome, the most potentially disastrous of which is **Nog** having to work on a far more complicated safe than anticipated. The extra time the **Ferengi** requires to open the safe is provided by **Captain Benjamin Sisko** throwing money to the casino crowd, thus delaying the arrival of Mr. Zeemo at the safe.

Mr. Zeemo is none too pleased to be shown an empty safe – it means that there is no cut for him. His henchmen escort Frankie Eyes to the casino exit, clutching their guns, and as they depart Vic's regular program and surroundings are restored.

ON SCREEN...



1 Mobster Frankie Eyes, a childhood rival of Vic Fontaine's, takes over the popular singer's lounge bar. He turns the establishment into a sleazy casino, and throws Vic out. Frankie can only be defeated within the parameters of the holoprogram.



2 Vic has helped many of his clientele in the past and now they feel it is time to return the favor. Among them are Colonel Kira and Odo, who Vic helped get together.



3 In Vic Fontaine's apartment in the holosuite program, the DEEP SPACE NINE gang work out their strategy for defeating Frankie Eyes and his mob.



4 With the background work now complete, the scene is set for the DEEP SPACE NINE team to put their plan into action and return Vic's lounge to normal.



5 Kira throws herself into her role at the casino, flirting outrageously with Frankie. The colonel manages to distract the gangster while her colleagues carry out the plan.



6 Sisko saves the day by buying Nog some extra time to open the safe. The captain throws money to the casino crowd, causing a great deal of excitement and chaos.

STARSHIP FACTS

Sisko initially expresses reservations about getting involved in the scenario. His experiences as black writer Benny Russell have made him sensitive to the prejudices of Vic's era.



'Inter Arma Enim Silent Leges'

Drafted into a covert mission by **Section 31**, Dr. Julian Bashir has to infiltrate the Romulan government at the highest level and obtain intelligence information. What the doctor does not realize, however, is that his involvement is part of a larger **Starfleet** conspiracy.

'INTER ARMA ENIM SILENT LEGES'

"Hello doctor. I hope you're well rested. Section 31 has an assignment for you."

— Agent Sloan to Dr. Bashir

Due to attend a conference on **Romulus**, Dr. Julian Bashir is approached by **Agent Sloan** of **Section 31**, a covert organization within **Starfleet**. Sloan claims he wants Bashir to learn the intentions of the **Romulan** government concerning the **Dominion** war.

After consultation with **Captain Benjamin Sisko**, Bashir accepts the assignment, hoping to learn more about Section 31 and who is protecting them in **Starfleet Command**. He will liaise with **Admiral William Ross**, also attending the conference, along with **Deep Space Nine** based Romulan senator, **Kimara Cretak**.

Sloan wants Bashir to acquire the personal database of **Koval**, the chairman of Romulan Intelligence, the **Tal Shiar**. He notes it is unusual that Koval has not been elected to the **Continuing Committee** — generally the case for a Romulan in his position — and also that Cretak is his rival.

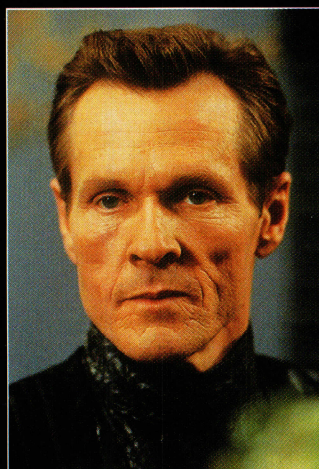
Bashir and Ross speculate that Sloan has a Romulan ally, as he is inordinately well informed about Romulan politics. Bashir wants to inform the Romulans, but Ross points out that this will also reveal the existence of a rogue **Federation** agency. When Ross later collapses with an aneurysm, however, Bashir confides in Cretak, stressing the need to obtain Koval's files to reveal a traitor in the Romulan senate.

Betrayed

Cretak is caught accessing Koval's files and brought before the Committee. Defending Cretak, Bashir reveals Sloan's involvement and the existence of Section 31. This is already known to Koval, however. He has captured Sloan and used mind reading devices on him that reveal Section 31 is a fictional tool, designed to induce others to assassinate Koval. Sloan is then seemingly killed in an attempt to escape.

Cretak is disgraced, and Koval, a secret ally of the Federation, takes his place on the Committee. Bashir has been manipulated throughout by Sloan, who survived with the complicity of Ross. The admiral is also keen to see an ally in the Romulan government.

ON SCREEN...



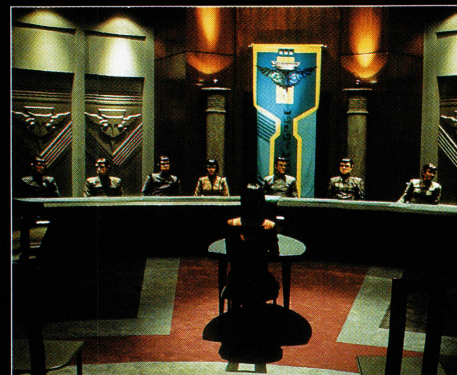
1 Agent Sloan is a member of Section 31, a covert organization within Starfleet that claims to be acting in the best interest of humanity. Sloan recruits Dr. Julian Bashir for a secret Romulan intelligence mission.



2 Bashir is accompanied to the conference on Romulus by Admiral Ross and the Romulan senator Cretak, who is stationed at DEEP SPACE NINE.



3 Bashir is taken into custody by the Romulan Tal Shiar. They question him with mind-reading devices, but fortunately the doctor's genetically enhanced brain is able to resist their interrogation techniques.



4 Cretak is apprehended while accessing Koval's files for Bashir. She had hoped to uncover a Romulan traitor, but is instead branded as one herself.



5 Koval and the Tal Shiar take custody of Sloan. The agent appears to confess that he assassinated the Romulan to gain revenge for the death of his superior.



6 Sloan makes a daring attempt to escape, but is seemingly killed during an exchange of phaser fire. In reality, the agent is transported to safety.

STARSHIP FACTS

A Koval is in the earliest stages of Tuvan Syndrome. His life expectancy is a further 20 years, unless the disease accelerates.



T continued

tuwaly pie

A popular **Bajoran** dessert. **Lupaza**, a former member of the **Shakaar** resistance cell, prepared tuwaly pie for **Kira**, **Shakaar**, and **Furel**, when they met in 2371 to reminisce and discuss the relocation of urgently needed **soil reclamators**. (Starship Log: 'Shakaar' [DS9]) **SEE FILES 10, 70**

Twain, Mark

SEE **Clemens, Samuel Langhorne**

Twelfth Order

This **Cardassian** military group maintained headquarters on **Sarpedion V**. The installation was so well defended that an attack force of 15 **Klingon Battle Cruisers** would be nothing more than target practice for the Twelfth Order. (Starship Log: 'Tacking into the Wind' [DS9]) **SEE FILES 13, 70**

Twenty-First Street Mission

This soup kitchen offering meals to homeless people was run by **Edith Keeler** during the 1930's depression on Earth. Keeler often took time in the mission to spread her philosophy for humanity's future. **Captain James T. Kirk** and **Spock** worked in the mission for a time, while searching for **Dr. McCoy**. The doctor had fled to Earth's



past after suffering an accidentally self-inflicted **cordrazine** overdose. (Starship Log: 'The City on the Edge of Forever' [TOS]) **SEE FILES 5, 68**

▲ The patrons of the Twenty-First Street Mission enjoyed warm meals, while Edith Keeler related her hopes and dream for humanity's future.

Twin Mistresses of Evil

Also known as **Demonica** and **Malicia**. These two roles in **Tom Paris's** **Captain Proton** holodeck fantasy were played by **Jenny** and **Megan Delaney** aboard the **U.S.S. Voyager NCC-74656** in 2375. (Starship Log: 'Thirty Days' [VOY]) **SEE FILE 71**

Two of Ten

SEE **Six of Ten**

two-dimensional control

In an unrealized future timeline, **Dr. Bashir** wondered how people had managed to accomplish anything with the two-dimensional controls used on the **U.S.S. Defiant NX-74205**. (Starship Log: 'The Visitor' [DS9]) **SEE FILE 70**

two-dimensional creatures

This form of space plankton are notable for their length and width, but no height. In 2367, the two-dimensional creatures accidentally captured the **U.S.S. Enterprise NCC-1701-D** in their **graviton** wake, causing **Deanna Troi** to temporarily lose her empathic abilities. (Starship Log: 'The Loss' [TNG]) **SEE FILES 43,68**



▲ Tycho IV was an unremarkable planet that appeared uninhabited. The planet was home to the **dikironium cloud creature**, however, who was responsible for killing several **U.S.S. ENTERPRISE NCC-1701** crew members in 2268.

two-headed Malgorian

This intelligent life form had two heads and two opinions. As a result, the species often gets mired in indecision, and needs a third opinion to resolve the impasse. (Starship Log: 'Progress' [DS9]) **SEE FILE 70**

Ty'Gokor

This **Klingon** stronghold was the location of the **Hall of Warriors**. In 2372, **Chancellor Gowron** moved his headquarters to the planetoid. The following year **Benjamin Sisko** infiltrated Ty'Gokor and succeeded in unmasking **General Martok** as a changeling impostor. (Starship Log: 'Apocalypse Rising' [DS9]) **SEE FILES 11, 70**

Tycho IV

The fourth planet in the **Tycho system**, and the home of the **dikironium cloud creature**. In 2268, **Captain James T. Kirk** sensed that the creature was returning to its home, possibly to reproduce. (Starship Log: 'Obsession' [TOS]) **SEE FILES 5, 68**

Tycho City

In the 24th century, this large city, situated on Earth's moon, is visible from Earth with the naked eye. **Ensign Dorian Collins**, who served on the **U.S.S. Valiant NCC-74210**, was from Tycho City. (Starship Log: 'Valiant' [DS9]; Star Trek: First Contact) **SEE FILES 70, 79**

Tye, DaiMon

This **Ferengi** has gained notoriety for his craftiness. When **Quark** asked **Odo** to name a Ferengi more devious than himself, Odo listed the **grand nagus**, **DaiMon Tye**, and **Rom**. (Starship Log: 'Civil Defense' [DS9]) **SEE FILE 70**

Tugarian freighter

SEE **Nanut**

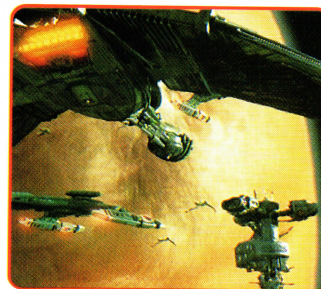
Tyken's Rift

An undetectable type of energy-depleting spatial rupture that was first cataloged by a **Melthusian** captain **Bela Tyken**. The only method of escaping from a Tyken's Rift involves a massive energy burst. In 2367, the **U.S.S. Enterprise NCC-1701-D** became trapped in a Tyken's Rift, along with the **U.S.S. Brattain NCC-21166** and an alien vessel. (Starship Log: 'Night Terrors' [TNG]) **SEE FILES 5, 69**

tuwaly pie
Twain, Mark
Twelfth Order
Twenty-First Street Mission
Twin Mistresses of Evil
Two of Ten
two-dimensional control
two-dimensional creatures
two-headed Malgorian
Ty'Gokor
Tycho IV
Tycho City
Tye, DaiMon
Tugarian freighter
Tyken's Rift
Tyler, Ensign [1]
Tyler, Ensign [2]
Tyler, Jose
tympenic tickle
Typhon Expanse
Typhon sector
Tyra System
Tyree
Tyree (planet)
Tyrellia
Tyrean sculpture
Tyrus VIIA
Tzartak aperitif
Tzenketh



▲ In Tom Paris's Captain Proton holodeck exploits, the Twin Mistresses of Evil were played by the Delaney sisters. In one adventure they captured ace reporter **Buster Kincaid**, played by **Harry Kim**.



▲ Captain Sisko managed to infiltrate Ty'Gokor by traveling aboard **Gul Dukat's** captured **KLINGON BIRD-OF-PREY** in 2373.





Tyler, Ensign [1]

This fresh-faced young woman worked in the **U.S.S. Enterprise NCC-1701-D**'s engineering department in 2370. Tyler had a crush on **Geordi La Forge** that caused her to become practically giddy over a request that she recalibrate **EPS modules** and check **deuterium cartridges**. (*Starship Log*: 'Phantasms' [TNG]) **SEE FILE 69**

Tyler, Ensign [2]

This **Starfleet** officer was among the personnel who were assigned to **Deep Space Nine** in 2372. Ensign Tyler was sent to the station's **Infirmary** after breaking his leg. (*Starship Log*: 'Rejoined' [DS9]) **SEE FILE 70**



Tyler, Jose

This crew member served as the navigator aboard the **U.S.S. Enterprise NCC-1701**, under the command of **Captain Christopher Pike**, in 2254. (*Starship Log*: 'The Cage' [TOS]) **SEE FILES 20, 68**

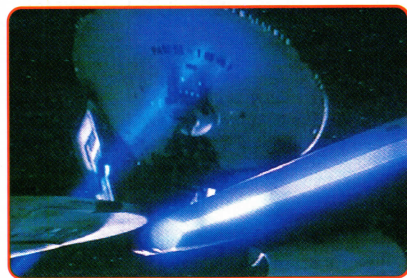
▶ **Jose Tyler was the navigator aboard the U.S.S. ENTERPRISE NCC-1701. He shared the helm/navigation console at the front of the bridge with the female first officer, Number One.**

tympenic tickle

This **Ferengi** oo-mox enhancement involves using feathers to provide pleasure around the area of eardrum. **Quark** suffered an ear infection after an amateur tympenic tickle practitioner left a small feather in his ear in 2375. (*Starship Log*: 'Afterimage' [DS9]) **SEE FILE 14, 70**

Typhon Expanse

This region of space was where an uncatalogued temporal **causality loop** captured the **U.S.S. Bozeman NCC-1941** and the **U.S.S. Enterprise NCC-1701-D**, causing them to continuously repeat their collision and destruction. The **Bozeman** had been in the loop since 2278, and was joined by the **Enterprise** in 2268. Both ships eventually escaped from the loop undamaged. (*Starship Log*: 'Cause and Effect' [TNG]) **SEE FILES 5, 69**



▶ **A temporal causality loop in the Typhon Expanse caused the U.S.S. BOZEMAN NCC-1941 to collide with the U.S.S. ENTERPRISE NCC-1701-D's starboard warp nacelle.**

Typhon sector

This region of **Federation** space was where **Starfleet** mobilized its force to defend Earth against the **Borg** invasion of 2373. The fleet was led by **Admiral Hayes**, and was notable for the absence of the **U.S.S. Enterprise NCC-1701-E**. (*Starship Log*: **Star Trek: First Contact**) **SEE FILE 79**

Tyra System

This star system was located in the **Alpha Quadrant**. In 2374, after a few short hours of fighting the **Dominion**, the 112 ships in **Starfleet's Seventh Fleet** were reduced to just 14. (*Starship Log*: 'A Time to Stand' [DS9]) **SEE FILE 70**

Tyree

This humanoid male lived on a primitive planet with his wife **Nona**. He was a friend of **James T. Kirk**, who had visited the planet



on a survey mission in 2254. Tyree's life as the hill people's peace-loving leader was abruptly disrupted when the **Klingons** began supplying weapons to his enemies in 2267. (*Starship Log*: 'A Private Little War' [TNG]) **SEE FILES 18, 68**

▶ **Tyree was a brave village leader; he befriended James T. Kirk in 2254. The two men were made brothers in a traditional ceremony.**

Tyree (planet)

A vision from the **Prophets** instructed **Benjamin Sisko** to visit this sun scorched planet, so that he could unearth the **Orb of the Emissary**. Recovering this Orb reopened the **Bajoran wormhole** and evicted the **Pah-wraiths**. (*Starship Log*: 'Image in the Sand' [DS9]) **SEE FILE 70**

Tyrellia

This inhabited **Federation** planet had no atmosphere or magnetic pole. In 2369, five crew members aboard the **U.S.S. Enterprise NCC-1701-D** were Tyrellians. **Commander Calvin Hutchinson** was once stationed on Tyrellia. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILES 69, 70**

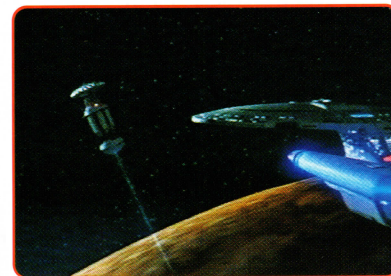
Tyrinean sculpture

Lt. Jenna D'Sora gave one of these small translucent figures to **Data** in 2367. Data believed the piece to be reminiscent of the neo-primitive period in Tyrinean blade carving; D'Sora thought it looked pretty. (*Starship Log*: 'In Theory' [TNG]) **SEE FILE 69**

Tyrus VIIA

This planet was where **Dr. Farallon** began her breakthrough work in **particle fountain** mining technology in 2364. The **U.S.S. Enterprise NCC-1701-D** arrived to witness testing of the technology in 2369. (*Starship Log*: 'The Quality of Life' [TNG]) **SEE FILE 69**

▶ **Dr. Farallon's particle fountain technology used a field generator in orbit high above the planet Tyrus VIIA, creating a force field between the two points.**



Tzartak aperitif

This drink requires precise preparation so that contact with the imbiber's tongue instantly evaporates the liquid. This allows the beverage to be inhaled, rather than swallowed. (*Starship Log*: 'Time's Arrow', Part I [TNG]) **SEE FILES 7, 69**

Tzenketh

This planet is home to the **Tzenkethi** people. The Tzenkethi and the **Federation** were at war early in **Benjamin Sisko's** career, and he fought against them aboard the **U.S.S. Okinawa**. In 2371, a Changeling attempted to re-ignite the fight with a failed attack on a Tzenkethi settlement. **Elim Garak's** claustrophobia was the result of an experience on Tzenketh. (*Starship Log*: 'The Adversary' [DS9]) **SEE FILE 70**



U

UFO This acronym was used to abbreviate the term 'Unidentified Flying Object' on Earth during the 20th century. The **U.S.S. Enterprise NCC-1701** merited the designation when it was detected by the **Omaha Air Base**, after accidentally being transported to the year 1969. The term was also applied to the **U.S.S. Voyager NCC-74656** by news sources when it was witnessed flying above Los Angeles in 1996. (*Starship Log: 'Tomorrow Is Yesterday' [TOS]; 'Future's End', Part I [VOY]*) **SEE FILES 68, 71**

UHC Card In the early years of the 21st century, this form of identification was held by every citizen in the city of San Francisco on Earth. (*Starship Log: 'Past Tense', Part I [DS9]*) **SEE FILE 70**

Ubean prison This jail in the **Delta Quadrant** was known for its appallingly primitive conditions. **Neelix's** friend **Wix** was imprisoned in a Ubean prison for illicit importation offenses. He survived his year long incarceration by eating worms. (*Starship Log: 'Fair Trade' [VOY]*) **SEE FILE 71**

Ufandi III This planet in the **Alpha Quadrant** was the destination of a **Yridian freighter** that was transporting **magnesite ore** in 2370. (*Starship Log: 'Firstborn' [TNG]*) **SEE FILE 69**

"Ugly bags of mostly water" This description of the **U.S.S. Enterprise NCC 1701-D** crew was employed by the crystalline **microbrain** life forms who lived on the planet **Velara III** in 2364. (*Starship Log: 'Home Soil' [TNG]*) **SEE FILE 69**

Uhlan This title was given to lesser ranked members of the **Romulan** guard (*Starship Log: 'Unification', Part II [TNG]*). **SEE FILES 12, 69**

Uhnari, Aquiel This communications technician served nine months of an assignment on **Relay Station 47**, between 2368 and 2369, accompanied by her pet dog **Maura**. Lt. Uhnari had previously been stationed at **Deriben V**, and homesickness assailed her throughout her postings. In 2369, Uhnari's colleague, **Lt. Keith Rocha** was murdered, and the **U.S.S. Enterprise NCC-1701-D** crew were assigned to investigate. During the inquiry, Uhnari became romantically involved with **Geordi La Forge**, who was able to converse with her in the language of her homeworld, **Halii**. She was later exonerated of any involvement in Rocha's death, and traveled to **Starbase 212** to await transfer. (*Starship Log: 'Aquiel' [TNG]*). **SEE FILES 32, 43, 69**

Lt. Uhnari politely turned down La Forge's offer of help with her Starfleet career.



As the communications officer on the U.S.S. ENTERPRISE NCC-1701, Uhura was often the first human that alien races came into contact with.

Uhura This female crew member held the position of communications officer aboard the **U.S.S. Enterprise NCC-1701** during the vessel's historic five year mission under the command of **Captain James T. Kirk**. Uhura was a popular member of the crew, and often entertained her crewmates with her singing in the ship's recreational facilities. In 2367, Uhura's mind was completely wiped by the **Nomad** probe. Nevertheless, a strict program of re-education allowed her to return to her duties within a week of the encounter. Following the completion of the five year mission, Uhura returned to the *Enterprise* in 2271, to take part in an investigation into the threat posed by **V'Ger**. In 2284, she played an integral part in Kirk's theft of the *Enterprise*. Uhura's final mission aboard the starship was in 2293, when her linguistic skills allowed the starship to cross the **Neutral Zone** into **Klingon** space undetected. (*Starship Log: 'The Corbomite Maneuver' [TOS]; Star Trek: The Motion Picture*) **SEE FILES 43, 72, 73, 74, 75, 76, 77**

Ulani Belor In 2371, this female **Cardassian** scientist was part of a joint **Bajoran**, Cardassian and **Federation** team, who were working on a project aimed at permitting **subspace** communication between the **Alpha** and **Gamma Quadrants** via the **Bajoran wormhole**. Belor was accompanied by a colleague **Gilora Rejal**, and their arrival apparently fulfilled an ancient Bajoran prophecy that seemed to predict the destruction of the wormhole. (*Starship Log: 'Destiny' [DS9]*) **SEE FILE 70**

ulcartic virus This microorganism from the **mirror universe** causes death when exposed to living cells. The ulcartic virus increases body temperature until internal organs "literally boil," according to the alternate **Garak**. (*Starship Log: 'The Emperor's New Cloak' [DS9]*) **SEE FILE 70**

Ullians This race of telepathic humanoids are seemingly unique in their ability to withstand mind scans from other telepathic species. Once a violent society, by the 21st century the Ullians were a peaceful culture. Two centuries later, a select group were trained in the art of memory retrieval via telepathy, in order to create an individual history of Ullian society through stored memories. Unfortunately the old ways were not completely eradicated, and one Ullian researcher, **Jev**, was arrested for telepathically assaulting members of the **U.S.S. Enterprise NCC-1701-D** crew in 2368. (*Starship Log: 'Violations' [TNG]*). **SEE FILES 18, 69**

UFO
UHC Card
Ubean prison
Ufandi III
"Ugly bags of mostly water"
Uhlan
Uhnari, Aquiel
Uhura
Ulani Belor
ulcartic virus
Ullians
Ultima Thule
Ultrasonic extractor
Ultrasonic generator
Ultraviolet Satellite
Ultritium
Ulysses NCC-66808, U.S.S.
Umani Sector
Umbato, Lieutenant
Umbilical Port
Umoth VIII
Uncertainty Principle
Undalar
Undari
'Under the Skin'
under-space
Underhill, Pell
"Undiscovered Country, The"



The Talaxian Wixiban spent one year in a Ubean prison. The experience was not a pleasant one, and he later recalled nights when vermin would chew on his body.



Jev was the son of the renowned Ullian historian Tarmin. In 2368, he was found to be responsible for a large number of invasive telepathic attacks.



Ultima Thule

This planet was the location of a **dolamide** processing plant operated by the **Valerians**. The exceptionally pure dolamide that was produced at **Ultima Thule** was supplied to the **Cardassians**, for use in their weapons during the occupation of **Bajor**. (*Starship Log: 'Dramatis Personae' [DS9]*) **SEE FILE 70**

ultrasonic extractor

During their first meeting, **Agent Sloan** allowed **Dr. Julian Bashir** to use this small device to extract a previously-implanted **neuro-synaptic relay**. (*Starship Log: 'Inquisition' [DS9]*) **SEE FILE 70**

Ultrasonic generator

This machine creates extremely high frequency sounds, that were able to shatter crystal when set at a certain vibrational level. (*Starship Log: 'Heart Of Stone' [DS9]*) **SEE FILE 70**

Ultraviolet Satellite

These devices were used to rid **Deneva** of a **neural parasite** infestation in 2267. The parasites had infiltrated the nervous systems of all human life on the planet, but were destroyed by ultraviolet radiation that was generated by 210 Ultraviolet Satellites. (*Starship Log: 'Operation: Annihilate!' [TOS]*) **SEE FILE 68**



◀ **The Denevian neural parasites were discovered to be vulnerable to ultraviolet radiation. Exposure to ultraviolet light caused them to burn, and lose their form.**

Ultritium

This explosive substance is favoured by terrorists and freedom fighters because it is almost undetectable during transportation. Ultritium was frequently employed by the **Bajoran** resistance during the **Cardassian occupation**, and was used in an assassination attempt against **Gul Dukat** on **Terok Nor** in 2346. In 2365, two **Antedean** assassins infiltrated the **Pacifica conference** carrying large amounts of Ultritium, with which they intended to devastate the meeting. **Romulan** vessels made use of Ultritium, and **Jem'Hadar Warships** employed it in aerial bombardments. The **Dominion** once mined Ultritium on an asteroid that later became **internment camp 371**. The **U.S.S. Defiant NX-74205** used Ultritium to destroy a Dominion **ketracel white** facility in 2374. (*Starship Log: 'Manhunt' [TNG]; 'The Ship' [DS9]*) **SEE FILES 35, 40, 69, 70**

▶ **In 2365, Betazed Ambassador Lwaxana Troi found that two Antedeans on the U.S.S. ENTERPRISE NCC-1701-D were carrying large amounts of Ultritium in their robes.**



Ulysses NCC-66808, U.S.S.

This **Nebula-class Federation** starship was commanded by **Captain Entebe**. In 2371, the **Ulysses** was assigned to carry out a study of protoplanetary mass in the **Helaspoint Nebula**. (*Starship Log: 'The Adversary' [DS9]*) **SEE FILE 70**

Umani Sector

This sector of space is located within the **Alpha Quadrant**. **Jeyal's** transport ship began its journey to **Deep Space Nine** from the Umani Sector in 2372. (*Starship Log: 'The Muse' [DS9]*) **SEE FILE 70**

Umbato, Lieutenant

This officer was assigned to the **U.S.S. Enterprise NCC-1701-D** in 2367. Umbato broke two ribs in the **holodeck** on the same night that **Miles O'Brien** and **Keiko Ishikawa** were married. (*Starship Log: 'Data's Day' [TNG]*) **SEE FILE 69**

Umbilical Port

These connection points are used to dock starships at orbiting facilities such as starbases. Once docked, the ports serve as supply conduits for assorted necessities such as power, and breathable atmosphere. (*Starship Log: 'Remember Me' [TNG]*) **SEE FILES 32, 69**

Umoth VIII

This planet is located in the **Demilitarized Zone**, near **Cardassian** space. It is home to a number of **Federation** settlers. In 2370, many of them required medical treatment after the Cardassians sabotaged the colony's public food **replicators**. (*Starship Log: 'The Maquis', Part II [DS9]*) **SEE FILE 70**

Uncertainty Principle

A scientific theory, formulated by Earth physicist **Werner Heisenberg**, that concerned the reactions of matter and radiation, and set limits on the achievable accuracy of measurements. It applied to an alternate **Data's** calculations when he attempted to return **Worf** to his correct quantum reality. (*Starship Log: 'Parallels' [TNG]*) **SEE FILE 69**

Undalar

This beauty spot on the planet **Bajor** is renowned for its spectacular cliffs. A pregnant **Keiko O'Brien** incurred the anger of her husband **Miles**, when she revealed her intention to climb down the cliffs in order to obtain a fungus sample (*Starship Log: 'Body Parts' [DS9]*) **SEE FILE 70**

Undari

The **Nausicaan** term for 'coward.' (*Starship Log: 'Tapestry' [TNG]*) **SEE FILE 69**

'Under the Skin'

This 12 part holographic essay extolling humanoid anatomy as art was authored by the **U.S.S. Voyager NCC-74656's EMH** in 2375. The essay began with a close-up of the **Vulcan** reproductive gland. (*Starship Log: 'Nothing Human' [VOY]*) **SEE FILE 71**

under-space

This term was used by the **Turei** to describe the **subspace corridors** they inhabited in 2376. The Turei inherited the corridors after the **Vaadwaur** civilization was believed destroyed. (*Starship Log: 'Dragon's Teeth' [VOY]*) **SEE FILE 71**

Underhill, Pell

This 22nd century Earth physicist was known for speculating that trillions of small reactions could counter major disruptions in the spacetime continuity of energy flow. (*Starship Log: 'Clues' [TNG]*) **SEE FILE 69**

"Undiscovered Country, The"

Chancellor Gorkon used this phrase from Hamlet's soliloquy, written by 16th-century Earth playwright **William Shakespeare**, during his unsuccessful peace initiative of 2293. The **Klingon** leader was referring to the unknown future that faced the Klingon Empire and the **Federation**. (*Starship Log: Star Trek VI: The Undiscovered Country*) **SEE FILES 48, 77**

▶ **Chancellor Gorkon stated that you had never experienced Shakespeare until you had read him in the original Klingon.**

